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MARCH

GTM

GAME TRADE MAGAZINE

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SHADOWRUN RIGGER 5.0

IN THIS ISSUE:

- CRAFT YOUR 'HAPPILY EVER AFTER...' IN 'FANTASY FLIGHT GAMES' FAIRY TALES!
- TAP INTO TURTLE POWER WITH WIZKIDS' *TEENAGE MUTANT NINJA TURTLES HEROCLIX*!



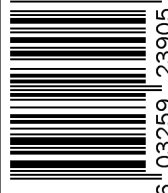
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COVER STORY

Shadowrun, Fifth Edition: Rigger 5.0 Shifts Into Overdrive

By Jason M. Hardy



Street Smart! Shift your *Shadowrun* games into overdrive with *Rigger 5.0*, the ultimate guide to vehicular superiority in the Sixth World.

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THE ELEMENTS AND LEAD
YOUR CLAN TO VICTORY!



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FOREword

So, allow me to be the first to welcome you to the March 2016 cover date edition of *GTM*! March is a period of renewal and transition... of looking forward, not dwelling on the past. Winter should be in our rearview mirror, with Spring just 'round th' bend. But, the Mid-Atlantic region has just been sacked by the 'Blizzard of the Century'! Snow-zilla has belched over 30-inches of the white, fluffy stuff along the expanse of the mid-and-upper eastern seaboard – a serious Debbie-Downer for weekends.

Okay, so, literally, I'm scribing this 'Foreword' in late January, hunkered down midst knee-deep snow and the waning months of winter (work with me here!). As I peer outside, my frost-slick window reveals a veritable winter wonderland (Karen O's "Marshmallow World" holiday jingle yet haunts me), and here I sit, pining for warmer climes and better times.

And, sure enough, *GTM* shines as a beacon of hope through the tumultuous storm! Buckle up as Catalyst Game Labs shifts into high-gear and races into the future with *Rigger 5.0*, the ultimate guide to vehicular superiority in the Sixth World! Guide your path to 'Happily Ever After...' in *Fairy Tales*, the debut card game for Fantasy Flight's *StoryLine* series. And, leap into high-flying, martial-arts mayhem as *WizKids* takes the 'Heroes in a Half-Shell' out of the sewers and onto your tabletop with *Teenage Mutant Ninja Turtles HeroClix*!

GTM #193 doesn't let up in beating the blues as Action Phase Games heeds the call with *Heroes Wanted*, Mayfair Games keeps us on track with the *Boxcar* expansion for *Steam*, The Army Painter and Guillotine Games team-up to paint the town red with *Zombicide: Black Plague*, and Upper Deck delivers the knockout blow with *Organized Play for Vs. System 2PCGT*! Plus, our gaming gurus predict fun is but a board game away with overviews of Ravensburger's *Broom Service*, Looney Labs' *Firefly Fluxx*, Victory Point Games' *Hunt: The Unknown Quarry*, Mayfair's *Patchwork*, and the *Imperial Raider & Assault Carrier* Expansions for Fantasy Flight's *Star Wars: X-Wing*.

Fortunately, the forecast teases of sunny days over the horizon, so the future looks bright. Game on!

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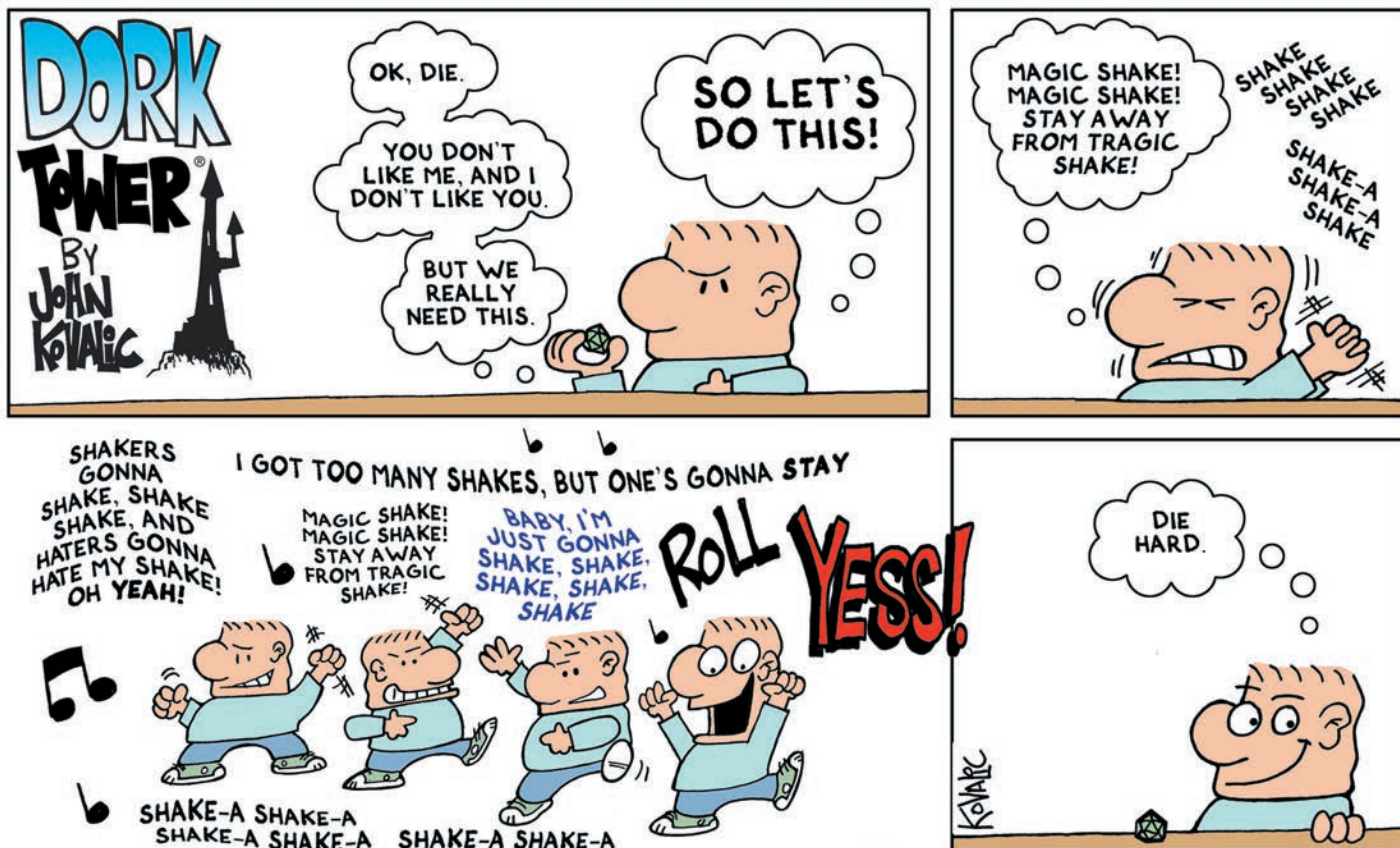
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SHADOWRUN[®] RIGGER 5

PREMIUM RUSH

Spin your wheels over slick sprawl streets while drifting away from hot pursuit. Fly through narrow canyons ahead of missiles twisting their way after you. Shrink down to insect size to get an eye on places outsiders aren't supposed to see. These are just some of the ways riggers jack up their seemingly unending adrenaline rush, as they show that the hardest shadowrunners to hit are the ones that stay in motion.

Rigger 5 is the ultimate hot-rod, jet plane, speedboat, and more companion for Shadowrun. With dozens of new vehicles and drones, more detailed rules for vehicle chase and combat, and customization rules, this is a book that every rigger needs to get ahead of the competition and stay there. Get the feel of laying down hot rubber in the cold shadows of the Sixth World and a taste for speed, danger, and a good, clean getaway.

Rigger 5 is for use with *Shadowrun, Fifth Edition*.

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RIGGER 5.0

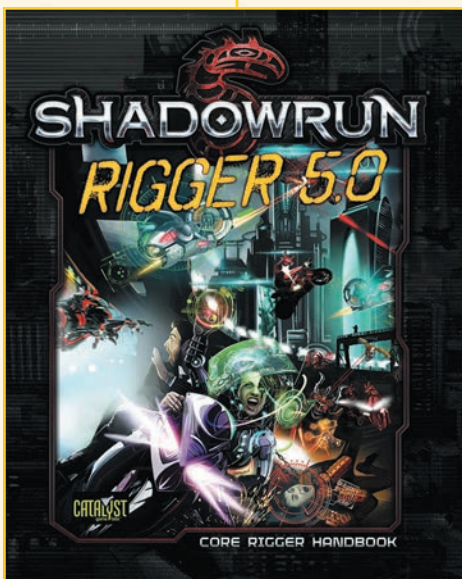
SHADOWRUN, FIFTH EDITION SHIFTS

SHADOWRUN RPG: RIGGER 5.0 HARDCOVER

PSI CAT27007 \$49.99 | Available April 2016!

When the *Shadowrun* development team first started designing *Shadowrun, Fifth Edition*, we talked about some of the things we definitely wanted the game to contain. Several ideas came up, including this one: We wanted riggers back. The previous edition had made tremendous strides in terms of simplifying and streamlining game play — one of our tasks would be to retain (and improve) simplicity while also making sure distinctive elements that make *Shadowrun* such a compelling setting are in place.

Riggers are just such an element. Ace drivers and pilots who are capable of not just steering a vehicle but *being* the vehicle, riggers are a prime embodiment of the combination of man and machine that is part of the core of the Sixth World. And fans, we found, are eager to play them. In the big summer conventions of 2015, I talked to several people who asked the same question: “When do we get a rigger book?” For many players, the ability to customize and modify a vehicle to make it exactly what they want it to be is as important as designing the perfect weapons loadout or learning the right combination of spells. Shadowrunners love to tell their stories of their heavily armored RV with hidden gun turrets, or their fleet of camouflaged ground and air drones that can see everything without being noticed. They wanted a resource that could detail all the vehicles their characters might be able to use — or steal. We, of course, were eager to give it to them.



SHADOWRUN RPG: RIGGER 5.0 LIMITED EDITION HARDCOVER

PSI CAT27007LE \$74.99 | Available April 2016!

The core of any rigger book is the new cars, trucks, boats, planes, drones, and more that it contains, but that's not the only thing a book needs to really communicate the whole rigger experience. Since we cannot, unfortunately, give people the real experience of inserting their consciousness into a vehicle and fully becoming the machine, we are left to do the next best thing: Help them *imagine* it. Some of the art and writing of a rigger book needs to convey the exhilaration of melding your consciousness with a fast, powerful machine, describing the odd peace that comes from deftly maneuvering through chaos. One of the illustrations from the book captures this perfectly. The left side of the image shows a city intersection in chaos, explosions and smoke clogging the street, drones and vehicles adding bullets to the fray. On the right side of the image, an orange-striped sports car with glowing blue rims speeds away. Its tires are slightly above the ground in the moment captured in the illustration, so it looks like it is taking flight. It is driving smooth and clean away from the chaos behind it. It's a great depiction of the rigger's peace in speeding through chaos.

Once the mood is set and people are aching to get behind the wheel/helm/control stick/whatever, we need an alluring fleet of vehicles and drones to keep them involved. “Alluring” can mean many things in a rigger book. Most obviously, it describes the vehicles that players will read about and want to take out for a spin. But it can also mean vehicles whose price range takes it outside of what most runners can ever spend, those luxury vehicles that they might see as signifiers of wealth, or that they might try to steal to send a message to a particular target (while also giving them the chance for some high-price fun). Finally, a vehicle might be alluring because it suggests a story; simply reading about it offers plotlines and opens up stories that can become exciting parts of a role-playing campaign.

Here are some of my favorite examples of each type. First, there's the Mack Hellhound. A burly truck bristling with muscle and guns, one look at the illustration would be enough to make plenty of players want to add it to their fleet. The facts that it is loaded with drone racks and has a standard





INTO OVERDRIVE

rigger-friendly features only serve to make it more of a rigger's dream, and while it's not cheap, riggers will do the scrimping and saving they need to be able to drive this truck into heat and show everyone around just who is in charge.

While the Hellhound may not be cheap, it's an absolute bargain compared to the Lurssen Mobius. This yacht's price tag is so high, a whole team of runners could likely retire with the amount of money it would take to buy one. This is not something runners will buy — not only is it heinously expensive, but runners do not often have the need for what is described as a “140-meter mansion on water.” It's a little ostentatious and attention-grabbing for people who usually like to stay out of sight. The people who *will* use this boat, though, are the ones runners often target, the rich and powerful of the Sixth World. The description of the watercraft gives gamemasters the information they need to give players the chance to encounter one of these behemoths and, if they



play their cards right, maybe slip behind the helm for a few minutes piloting a ship that represents the pinnacle of Sixth World luxury.

To explore the allure of plot hooks tied to a vehicle, let's look at the Dassault Sea Sprite. A tilt-rotor search-and-rescue craft, the plane is also described as occasionally being equipped with guns, which might be used to take out an engine so that the plane can drop toward water level, deploy some rafts, and engage suspicious watercraft. On top of that, the book reports that some smugglers are buying Sea Sprites through the black market, since their distinctive profile and use in search-and-rescue operations tend to keep them from appearing suspicious. This means, then, that gamemasters can generate plot twists simply by flying a Sea Sprite overhead if the runners are making a trip over water. Once they notice it, runners will have to decide if it's actually on a search-and-rescue mission, if it's intending to intercept them and make their day worse, or if it's a fellow shadowrunner — and possible competitor — bringing complications with them. The appearance of a Sea Sprite gives a gamemaster options, while heightening the paranoia of the runners. Which is always good in a *Shadowrun* game.

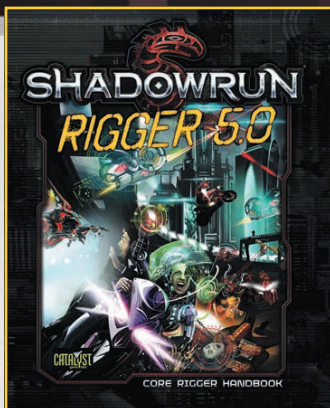
The whole point of a core rulebook is to give players and gamemasters more options and make them excited to use them. With *Rigger 5.0*, we're glad riggers have their time in the spotlight!

...

Jason M. Hardy is the Shadowrun line developer at Catalyst Game Labs, and he has been writing and editing material for Shadowrun for more than a decade, including the upcoming novel Undershadows. He was also the lead developer for Shadowrun, Fifth Edition.



**SHADOWRUN RPG:
RIGGER 5.0 HARDCOVER**
PSI CAT27007 \$49.99
Available April 2016!



VODYANOY (GROUNDRAFT)

HANDL	SPEED	ACCEL	BODY	ARM	PILOT	SENS	SEATS	AVAIL	COST
3/3	4	3	16	16	1	2	3(10)	12F	84,000¥

Standard Equipment Amenities (Squatter), Hovercraft (built), Weapon Mount (external, turret, manual)

CORPSEC/ POLICE/MILITARY

Ares, via their Dodge brand, and Saeder-Krupp via BMW are moving into a security vehicle war that is likely to reshape the industry. Ares is hedging their efforts with extra support from Ares Arms and an instant list of buyers in their security divisions, but even Lone Star is on the fence for which to start ordering from since S-K has Onotari tweaking weapon designs to fit better in their models. Both megacorporations are selling every model in their new lines all over the world, including the backyard of their primary competitors.

Someone is going to ask or make a point of mentioning it, so I'll do it here first. There is at least some collusion going on between the megacorps because no, they don't have design overlaps to create competition. Dodge doesn't have a high-speed pursuit model, and BMW doesn't have a command center rig and so on and so forth. Other megacorporations with interests in keeping these two from taking over the entire market are going to be all over stealing their designs or finding and exploiting any weaknesses they can.

- Megacorporations are scary. Megacorporations cooperating on a level like this are absolutely terrifying.
- Balladeer
- They do things like this all the time. We just live in the shadows and experience far more of the backstabbing and corporate espionage.
- Glitch
- At least it's just two of them, and the rest are still going after them. The day to fear is when they come together and separate the world markets like a giant pie, with each getting their share to exploit.
- Plan 9

- Their nature is to always be looking enviously at everyone else's pie.
- Aufheben

BMW BLITZKRIEG

This German legend in the making is a combat bike on steroids. Loosely based on the venerable Blitzen, the Blitzkrieg is all anger and edges with weapon systems designed in, instead of being added on. Both the front and rear have space built right in for specific arms. The front offers an Onotari Arms minigun to shred anything in its path, while the rear mounts an Onotari Arms assault rifle to push back any unwanted advances. The advertising crossover for Onotari Arms and BMW has been quite fruitful. The absolute top reason to choose the Blitzkrieg over any other bike on the market is the pullover canopy. The canopy is really a pullover carapace designed to allow the rider to lie down, or "get small" as riders say, and the canopy can extend over them, protecting them from most small arms. Operating this way requires AR access but also allows for full VR control with an onboard gyro stabilization system compensating for the unconscious form of the rider, who is safely tucked into the carapace. Even without the carapace, Blitzkrieg riders are more protected than average riders with the bike's leg, arm, and torso rails, which help to ward off stray bullets. Even though its adverts describe the Blitzkrieg as being based on the Blitzen, a rather round bike, the Blitzkrieg is all hard angles and sharp edges to match the latest BMW design trend.

- This thing is hell on wheels. That front minigun can lay out a stream of lead that will cut a car in half. The rear gun isn't as potent, but it doesn't have to be, especially when it carries the X Factor IV complete with "underbarrel" grenade launcher. Two weapons on one mount, thanks to the efficiency of German engineering.
- Red Anya
- Get in front, it cuts you in half. Come from behind, and it blows you to pieces. Best approach from the sides. Oh wait, Wilma didn't mention the additional mounts available that ride like saddlebags and provide lateral firepower.
- Kane
- Those side mounts aren't standard for the combat biker model—they're secondary-market items offered by Onotari for the security market. They usually offer them with an Onotari SMG, but I've seen models with shotguns, grenade launchers, and even lasers.
- Sticks
- Don't forget the rockets!
- Slamm-0!



BMW BLITZKRIEG

- I've never seen one with rockets. I'm not convinced the footage flying around the Matrix isn't doctored, and I only speak on bikes I have physically seen in action.
- Sticks

BLITZKRIEG (GROUND CRAFT)										
HANDL	SPEED	ACCEL	BODY	ARM	PILOT	SENS	SEATS	AVAIL	COST	
4/3	4	2	10	8	3	4	2	14R	46,000K	
Standard Equipment	Two heavy weapon mounts (external, fixed, remote; weapons not included with the vehicle)									

DODGE CHARGER

With the multi-market popularity of the Knight-Ares Charger when it was introduced back in the early '70s, it was a no-brainer to use the popular moniker for the "redesigned" model. Truth is, this Charger probably has only two shared components, the Stallion and Ram logos. The Charger EV is the base design and is intended as an escort vehicle, while the base Charger is being marketed as a patrol car. This is one of those rare cases where they designed a vehicle for more arms and armor and then trimmed back. I'd expect some of the patrol cars to be stripped down and end up on the

civillian market in a few years after they've got some mileage on them. There might even be a civilian model by then if they redesign the interior for less cannons and more comfort, but what's the fun in that? As an escort they chose the four-door sedan style but tried to keep some sleek two-door looks. The Dodge tear drop, the signature shape of their new line, comes from the front of the hood and over the top, giving the Charger a heavy-looking front end for more intimidation, while the rear window comes to a sharp point for some slick style. Don't forget that this car was designed to be badass, not just pretty, and that rear point folds open to give the "tail-gunner" (as the buyers are calling that seat) a great view of (and shot at) anything creeping up from the rear. The EV is armed with a pair of front-firing mounts on opposing sides of the hood and the same in the rear, though most of the time these mounts are retracted and kept hidden until they're needed.

- These things are great working in tandem, front and rear. No matter which way you come from, they can open fire on you, and when you swerve to avoid, you drive right into a stream of bullets from the other car.
- Sticks



TURTLE POWER!

TEENAGE MUTANT NINJA TURTLES COMING TO HEROCLIX

TEENAGE MUTANT NINJA TURTLES HEROCLIX: MOUSER MAYHEM STARTER SET

WZK 72055 \$24.99 |

Available March 2016!

HeroClix fans were pleasantly shell-shocked last year when WizKids announced their partnership with Nickelodeon to bring *Teenage Mutant Ninja Turtles* to the *HeroClix* universe — and this March the long-awaited arrival of *Teenage Mutant Ninja Turtles HeroClix* will finally be here! The initial release of *Teenage Mutant Ninja Turtles HeroClix* will include a 24-count Gravity Feed display, a Release Day Organized Play Kit, a Starter & Scenario Game Set, and a Dice & Token Pack. With over 30 figures to collect, *Teenage Mutant Ninja Turtle HeroClix* brings the Heroes in a Half-Shell from the inner-city sewers to your tabletop.

The *Teenage Mutant Ninja Turtles HeroClix* 24-count Gravity Feed features foil packs that randomly contain one of 35 different figures, pulling content from *Teenage Mutant Ninja Turtles* comics and the hit-animated television show on Nickelodeon. Players can look forward to seeing beloved characters including Leonardo, Raphael, Donatello, Michelangelo, Shredder, April O'Neil, Casey Jones, and more! If that's not enough, fans will surely recognize and enjoy incredibly cool additions such as Monsterex, the four-in-one baddie. All in all, the *Teenage Mutant Ninja Turtles HeroClix* series contains 10 Common, eight Uncommon, eight Rare, five Super-Rare, and four Chase figures.

To celebrate the release of the set, there will also be a Release Day Organized Play (OP) Kit made available to stores running organized play events — this OP kit includes a double-sided *Teenage Mutant Ninja Turtles* map and an ooze canister special object prize. Players will surely flock to stores to battle for these limited-edition awards.

But, that's not all! Fans can also pick up the *Teenage Mutant Ninja Turtles Dice & Token Pack* to enhance their *HeroClix* experience. The *Teenage Mutant Ninja Turtles Dice & Token Pack* includes two custom *Teenage Mutant Ninja Turtle* dice and six action tokens featuring fan-favorite Turtles characters.



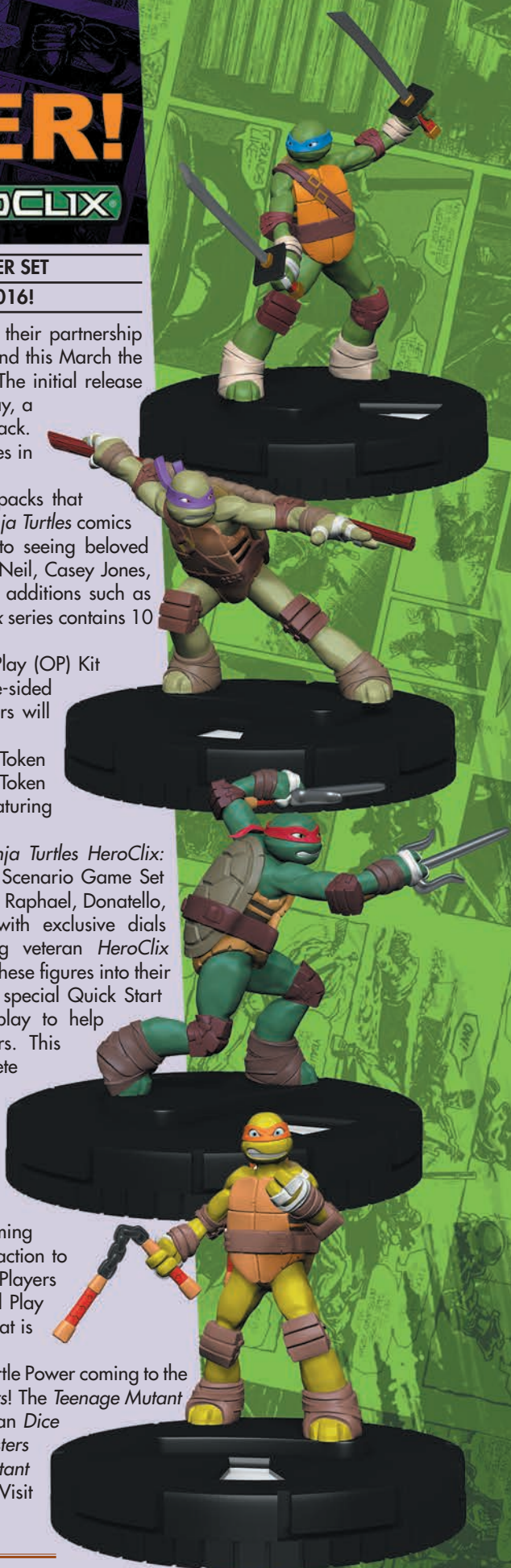
The *Teenage Mutant Ninja Turtles HeroClix: Mouser Mayhem! Starter & Scenario Game Set* features figures of Leonardo, Raphael, Donatello, and Michelangelo — all with exclusive dials — and includes everything veteran *HeroClix* players need to incorporate these figures into their *HeroClix* games, as well as special Quick Start rules and scenario game play to help teach *HeroClix* to new players. This new starter set comes complete with 15 Map Tiles, 48 Double-sided Tokens, and a double-sided map to battle

in the Turtles' Lair or Baxter's Lab and introduces several exciting new game modes, including Turtle vs. Turtle skirmish game mode, the *Save Splinter!* cooperative defense game mode, or the *Rescue April!* exploration game mode.

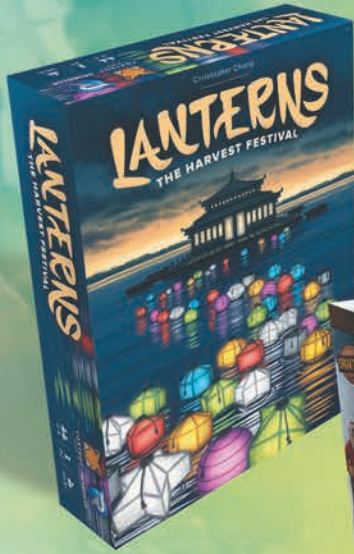
Fans can plan on picking up their favorite Heroes in a Half-Shell in stores this coming March, or secure their figures early by pre-ordering today! Can't wait for the Turtle action to hit stores? Check out HeroClix.com to pre-order and view previews of the new figures! Players wanting to get in the *Teenage Mutant Ninja Turtles HeroClix* Release Day Organized Play are encouraged to sign up on the WizKids Event System to find a FLGS in their area that is offering the event.

If you're excited about *Teenage Mutant Ninja Turtles HeroClix*, WizKids has more Turtle Power coming to the tabletop this April with the premier launch of *Teenage Mutant Ninja Turtles Dice Masters*! The *Teenage Mutant Ninja Turtles Dice Building Game* offers a special delivery of action to new and veteran *Dice Masters* players, alike. Available in a Box Set, *Teenage Mutant Ninja Turtles Dice Masters* has everything 2 or 4 players need. For those players that can't get enough *Teenage Mutant Ninja Turtles* action, a playmat, team box, and various dice bags will also be available. Visit DiceMasters.com for more information.

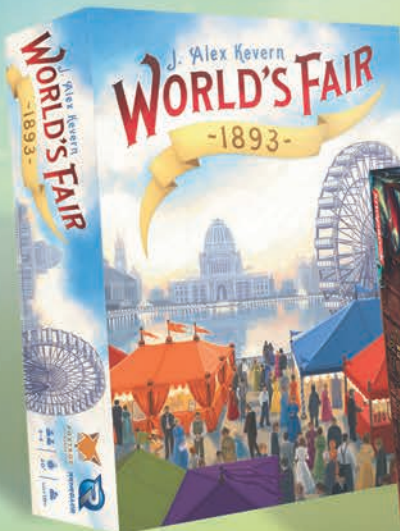
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StoryLine[™] Fairy Tales

StoryLine: Fairy Tales

SY01 | \$19.95 | Available 1ST Quarter 2016



The four words *Once upon a time* are extraordinarily powerful. They herald adventures, magic, enchanted creatures, and mysterious transformations. They conjure far-off lands, brave hunters, determined princesses, fearsome giants, and talking animals. Above all, they begin our favorite fairy tales.

Fairy Tales, the debut game of the Storyline series, invites you to craft your own original fairy tales beginning with that remarkable phrase, "Once upon a time." In this fanciful card game, three to eight players create a story together, with each player contributing characters, places, objects, and events to the narrative. Fairy Tales offers portable, engaging entertainment for the whole family to enjoy, as well as helping to encourage reading and spark creativity.

In a game of Fairy Tales you use story cards, which provide the subjects and elements of the story, and narrator cards, which give the story a framework and connect the material together.

Each round, one player takes the role of narrator and plays a narrator card. The other players then play the story card from their hand that matches the category given on the narrator card, and the narrator selects the one they like most, with the winner earning a point token. The narrator deck is then passed to the next player, and a new round begins.

For example, the first narrator card may ask you to choose a *PLACE*. The other players provide you with these options:



You choose the desert, imagining that this story takes place in the drifting sands of the Sahara. The player who gave you the desert card takes a facedown token as their reward, and you can now place the "desert" card next to your narrator card so they form the pages of an open book.



Some cards ask you to choose two things. One reads, "a prophecy written on an ancient OBJECT foretold that this hero would ACTION the villain." The players must each offer both an object and action, and that round's narrator gets to choose a card for each category.

In this story, the prophecy was somehow written on an ancient mouse (perhaps gently shaven into its fur) and it foretold that someday the hero would transform the villain, maybe into a harmless puppy, or into a slimy toad, or maybe simply transforming their character from villainous to good.



Fairy Tales is all about the journey, not the destination. Scoring emphasizes participation over winning. Players take tokens as reward whenever the narrator chooses their card, but the tokens are facedown, with their values hidden. Only at the end of the game are tokens turned faceup to reveal how much they are worth. This way, the player with the most tokens doesn't necessarily win, and players with fewer tokens have incentive to stay in the game.

You and your fellow players are encouraged to embellish and expand the story as you go along. Perhaps the narrator names the story's hero Prince Fritz the Monstrous, or Rose, or Bandersnit Crumplygrot. Or you decide that the magical flute of your narrative is actually the same pipe used by the Pied Piper of Hamelin to lead all the rats away from the town. Or perhaps when the narrator decides that the hero is serenading the villain, you decide that the song the hero plays is "Over the Rainbow." Fairy Tales is a game of collaboratively creating unique and memorable stories. You and your fellow players are encouraged to do whatever you're inspired to in order to make those stories truly your own.

...



WWW.ASMODEE.US

2010 Asmodee North America, Inc. Game rules © Topi srl, and used under license from Pendragon Game Studio srl. StoryLine is TM of Asmodee North America, Inc.

GET ORGANIZED!

VS SYSTEM 2PCG: THE DEFENDERS EXPANSION

UDC 85375 PI | Available January 2016!

Upper Deck's Vs. System 2PCG has been a huge hit since it launched in Summer 2015. The game retains the best aspects from the original Vs. System TCG and has streamlined the game engine to make it more accessible and easily learned by new players, while still retaining the strategy that made the original Vs. System so popular. In addition, the game is sold in an "everything you need in one box" format, rather than the traditional TCG blind purchase booster pack model. As a result, players can construct even the best tournament deck right out of the gate. This puts an end to the battle between the "haves" and "have nots" and turns the focus on playing the game, where it belongs. To add to the excitement of the game, Upper Deck recently released the first Vs. expansion, *The Defenders*.

Upper Deck understands that organized play events are important to the lifeblood of any successful game. Besides fulfilling the desire for competition, tournaments allow players to meet other fans of the game and also make some new friends. That's why Upper Deck has created a new Vs. System 2PCG Organized Play (OP) kit, available to stores through local distributors. Each kit contains several exclusive promo cards that won't be available anywhere else, including three different Extended Art (EA) promo cards. In addition, stores will receive an exclusive Vs. System playmat and the first-ever Upper Deck acetate playable game card — a Star-Lord Level 2 Main Character printed on thick, transparent material, featuring original artwork on both

sides of the card. Because it is an EA card, it gives players a look at some of the artwork concealed by the text box on the base set's Star-Lord. Also, the card is printed in multiple layers, giving the image a three-dimensional feel.

Upper Deck has included acetate cards in collectible sports and entertainment card products, but this technology has never been used on an Upper Deck game card since the cards in a player's deck need to match in size and thickness. However, since Main Vs. System Character cards don't get shuffled into a player's deck, this provided the perfect opportunity to incorporate this exciting technology into Upper Deck's gaming products! These awesome, new promo cards are limited to just one per kit, and are intended to be

awarded as the grand prize for the event.

The Vs. System 2PCG OP kit also contains the first two Vs. System 2PCG Foil EA cards: two shiny Super Villain behemoths! The first is an EA Thanos Supporting Character, and each kit contains 25 of these foil promo cards. They are intended for use as participation prizes so everyone gets to go home with an EA of their very own, win or lose! The second foil is an Alternate EA Loki Supporting Character card. We replaced the Set 1 card's image with original artwork, sporting some amazingly sharp and bright colors to maximize the effect of the foiling process. Each kit contains five of these: four are intended for high finishers and the fifth set aside for the event's head judge. Loki and Star-Lord also have the promo card number in gold type, indicating their status as rare promo cards.

Future kits will contain similar content - one acetate card featuring a Level 2 Main Character along with two foil Supporting Characters in similar quantities. The more limited of the two Supporting Characters will feature original artwork, which will be different than the regular version.

Finally, every Vs. System 2PCG OP Kit #1 contains one bonus playmat featuring the EA image of Dr. Strange from the *Defenders* expansion. The intent is for this playmat to be a raffle/door prize during the event, so that every player has a chance to win this special item.

Vs. System 2PCG Organized Play kits are available now! Stores should contact their favorite distributor to order! Plus, stores can visit www.upperdeck.com/OP for some free downloads in order to help run the events.



MARE NOSTRUM EMPIRES



Ages: 12+
Players: 3-5
Playing Time: 90 min.
MSRP: \$75.00
Code: AYG 5420

Ancient Romans called the
Mediterranean Sea
'Mare Nostrum'
which is Latin for
'Our Sea'.

'Mare Nostrum - Empires' is an empire building game in which 3-5 players lead their individual empires to dominion of the ancient world. You grow the fame and glory of your empire by expanding your influence into new Provinces, then extending your Trade Caravans, building Markets, and founding new Cities and Temples. You may also recruit Heroes and create Wonders to advance your Empire's cause. But beware of your 'friends', for they may look upon your gains with envy and greed...and thwart your progress towards dominance of Mare Nostrum!

Choose Your Leader – Lead the Carthaginians as Hannibal, the Egyptians as Cleopatra, the Romans as Caesar, the Persians as Hammurabi, or the Greeks as Pericles. Each leader has special starting abilities that can affect how its empire plays.

Choose your Strategy – Dominate the ancient Mediterranean in Trade, Culture, or Military Leadership, each of which gives the top leader a powerful way to manipulate the flow of the game. Lead in all three to achieve victory!

Grow into a Trade Empire – Build Markets and Caravans that extend to the corners of the known World to acquire exotic resources. Trade with other players for resources you need and use them wisely to expand your empire. Acquire all 12 resources to build the Pyramids and achieve victory!

Become a Hero – Build splendid wonders and recruit mighty heroes to help your empire. Each provides powerful abilities that diversify your game play options.

Conquer your Enemies – Build vast armies and navies to control the Mediterranean by land and sea. Then occupy foreign Capitals and Legendary Cities to achieve victory!

Play in a Beautiful World – Mare Nostrum Empires contains the highest quality components including a thick mounted game board, large detailed tiles and counters, and beautiful plastic figures for Legion, Fortress, and Trireme pieces.



Available May 2016

www.AcademyGames.com

ALLIANCE GAME
DISTRIBUTORS

SPOTLIGHT ON



ART FROM PREVIOUS ISSUE

GAME TRADE MAGAZINE #195
GTM contains articles on gameplay, previews and reviews, game related fiction, and self contained games and game modules, along with solicitation information on upcoming game releases.
GTM 195\$3.99

ADVANCED GRAPHICS

**THE WALKING DEAD DARYL
DIXON LIFE-SIZE STANDUP**

These life-sized, full-color cardboard cut-outs bring the horror of AMC's *The Walking Dead* into your home or office. Scheduled to ship in January 2016.
DIA 697789\$22.75

KEY

There are symbols and terms found throughout *Game Trade Magazine*. They mean the following:

Offered Again (O/A)

These items have been offered before in *Game Trade Magazine* and are available again for you to order. Don't forget to order what you missed the first time.

PI

Your store will set the price for all items labeled "PI". Check with your retailer

GAMES

4 WINDS
FANTASY GAMING**PATHFINDER RPG: WARRIOR
PRESTIGE ARCHETYPES**

Scheduled to ship in April 2016.
S2P 4WF209\$34.99

ARCAINE WONDERS

**MAGE WARS ACADEMY:
PRIESTESS EXPANSION**

Summon virtuous allies, smite the wicked, and compete to prove the way of light is absolute with the 72 spell cards featured in the *Priestess Expansion*, compatible with both *Mage Wars Academy* and *Arena*. Scheduled to ship in April 2016.
PSI AWGMWAX01PS\$19.99

**ROYALS**

In *Royals*, a strategy game of intrigue and power, players take on the roles of great noble houses of the 17th Century, fighting for supremacy in Europe. Scheduled to ship in April 2016.
PSI AWGDTE04RO\$49.99

ARES GAMES

FEATURED ITEM

**QUICKPICK: ISLAND OF
MONSTER MASKS**

When we arrived at the Island of Monster Masks, we were welcomed by strange creatures who laughed whenever they saw us. We have begun to fit in by wearing big masks ourselves, but we can no longer discern one another among the inhabitants of this absurd island. Be the first to recognize the monster your friends are acting out in *Quickpick: Island of Monster Masks*. Scheduled to ship in January 2016.

AGS PLPL001\$14.90

ASMODEE EDITIONS

**HISTRIO**

Come one, come all! Gather at the kingdom's court for the Munificent Theatrical Festival, where cing troupes from all over the land perform plays of either light-hearted comedy or soul-wrenching tragedy. Will their performance win the favor of the King, or will his fickle mood spell a flop? The play is the thing in *Histrio*, and the world is your stage! Scheduled to ship in May 2016.

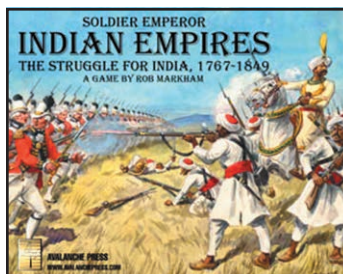
ASM HIST01\$39.99

**ZANY PENGUINS**

Faced with global warming, THEY have only one solution: to become THE RULERS OF THE WORLD... and beyond! THEY are equipped, trained, and intelligent (relatively), but the thirst for power is starting to divide their troops. Your mission: command YOUR penguins to conquer the last icebergs, the city, the jungle, the desert, and even the Moon! Gather the toughest penguins and send your worst recruits to disrupt the enemy ranks in *Zany Penguins!* Scheduled to ship in February 2016.

ASM PJB009\$14.99

AVALANCHE PRESS

**SOLDIER EMPEROR:
INDIAN EMPIRES**

Between 1767 and 1846, war and intrigue dominated the Indian sub-continent. War constantly flared between the Indian kingdoms, both against one another and against the British and French interlopers. The Europeans, meanwhile, also busily fought each other. Featuring over a dozen scenarios - from Hyder Ali's defeat of the British in the First Mysore War in 1767 to Britain's final conquest of the Sikhs in 1846

- *Indian Empires* utilizes the same game engine as *Soldier Emperor*. Scheduled to ship in March 2016.
APL 0043\$49.99



T.I.M.E. STORIES

LOADING_

A PROPHECY OF DRAGONS - 7553 A.T

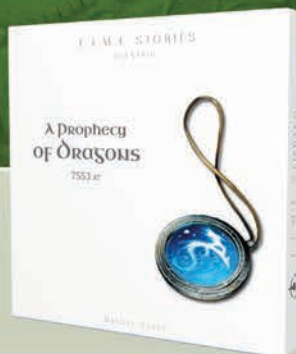
TRANSFER COMPLETED_

Another perfect transfer. Now you find yourselves a crowded tavern, filled with drunken and happy customers. The noise is deafening.



YOUR MISSION STARTS NOW. WHAT DO YOU DO?_

- ▶ **A PROPHECY OF DRAGONS**
A new scenario for T.I.M.E. Stories (Already available!)
- ▶ Look for the next T.I.M.E. Stories scenario: **Under the Mask**
Unearth the Pharaoh's secrets (Available April 2016)



A game by Manuel Rozoy.
Scenario: Manuel Rozoy.
Artwork: Vincent Dutrait and Pascal Quidault.

Distributed by
www.asmodee.com
f Asmodee North America
t @Asmodee_USA



Published by
www.spacecowboys.fr
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t @SpaceCowboys1



BANDAI AMERICA



ONE PIECE KOA PORTGAS ACE FIGURES

This 5" tall figure of the *One Piece* fan-favorite comes in two styles, each with support pieces to stabilize its pose. Scheduled to ship in July 2016.

A BAI STL001697PI
B BAI STL001698PI



SUPER SONICO CHIBI-KYUN-CHARA RACING FIGURES

Set up a command performance by not one, but two J-Pop superstars with these figures of Racing Miku and Super Sonico, both of which measure approximately 4" tall and come with interlocking stage display bases. Scheduled to ship in July 2016.

MIKU BAI STL001700PI
SONICO BAI STL001702PI

BOOM! ENTERTAINMENT



MUNCHKIN #13

A munchkin has to visit an expert for help after she's hit with an unknown curse that's making her lose everything. Scheduled to ship in January 2016.

DIA 692961PI



MUNCHKIN #14

Dungeons, and monsters, and loot...oh my! Scheduled to ship in February 2016.

DIA 696720PI



MUNCHKIN #15

Spyke and Flower go to a comic convention. Scheduled to ship in March 2016.

DIA 698664PI

CATALYST GAME LABS

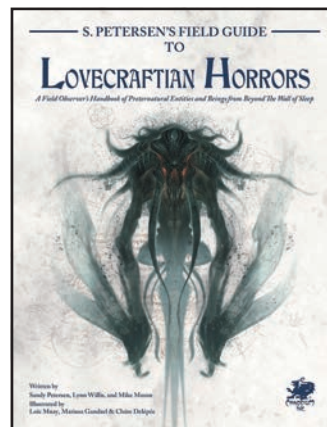


SHADOWRUN RPG: DENIABLE ASSETS PAPERBACK

Shadowrunner Katar Hawke knows the score on the streets. Every job is to be executed swiftly and simply - no fuss, no fuss, and with as little help as possible. But when an extraction of a seemingly ordinary grad student from a Central American dig goes south in a big way, Hawke has to keep them both alive while he figures out what he's stumbled into - and how to get out of it in one piece. But, nothing about this shadowrun is remotely ordinary. The student, Rachel Gordon, has unearthed an artifact linking the Sixth World and the long gone, magical Second World. The discovery sets off a lethal chain reaction of feuding megacorporations and cold-blooded killers who will do anything to get their hands on her and what she knows - at any cost!

PSI CAT26856\$12.95

CHAOSIUM



CALL OF CTHULHU: FIELD GUIDE TO LOVECRAFTIAN HORRORS

Weird shapes in the park? Odd rumbling noises in the basement? A lurking dread in the kitchen? Bad dreams involving strange adventures and bizarre creatures? Identifying the lurking horrors of the Cthulhu Mythos is never an easy task, so researchers need all the help they can get - don't leave home without S. Peteren's *Field Guide to Lovecraftian Horrors*! This essential spotter's guide for the budding and experienced preternaturalist details 53 Lovecraftian creatures and how to distinguish similar-seeming entities. Scheduled to ship in January 2029

CHA 23138\$34.95

COOLMINIORNOT

ZOMBICIDE



3D DOORS

COL GUF032\$29.99



BONE DICE

COL GUF024\$6.99



DECK HOLDERS SET

COL GUF029\$11.99



EXTRA TILES PACK

COL GUF028\$29.99



MURDER OF CROWS

COL GUF033\$24.99

DECIDE THE FATE OF THE GALAXY!



STAR WARS

THE CARD GAME

GALACTIC AMBITIONS EXPANSION



FANTASY
FLIGHT
GAMES



Star Wars LCG:
Galactic Ambitions
SWC30 | \$29.95

www.FantasyFlightGames.com

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**PLASTIC TOKEN SET**

COL GUF031\$24.99

**RED DICE**

COL GUF025\$6.99

CORVUS BELL**INFINITY**

Scheduled to ship in January 2016.

**ALEPH ACHILLES V2 (HOPLITE ARMOR) 10TH ANNIVERSARY LIMITED EDITION (MULTI RIFLE)**

CVB 280008-0562\$28.19

**ARIADNA USARIADNA RANGER FORCE (ARIADNA SECTORIAL STARTER PACK)**

CVB 280175-0600\$45.14

**NOMADS SPEKTRS (BOARDING SHOTGUN)**

CVB 280577-0561\$11.58

**PANOCEANIA MILITARY ORDER FATHER KNIGHT (SPITFIRE)**

CVB 280282-0559\$15.26

**TOHAA KERAIL PRECEPTORS**

CVB 280925-0563\$47.40

DAILY MAGIC GAMES**VALERIA CARD KINGDOMS**

Recruit hard-working citizens, slay vile monsters, expand your domain! Roll the dice and become ruler of Valeria! Menacing monsters plague the kingdom of Valeria. Use Strength to slay minions like pesky Goblins and mighty Owlbears to earn rewards. Then, defeat the boss in each region to clear the land and reinforce your reign. *Valeria: Card Kingdoms* is a tableau-building card game for 1-5 aspiring rulers. Scheduled to ship in February 2016.

DMG VCK001\$50.00

FANTASY FLIGHT GAMES**ANDROID NETRUNNER LCG: 2015 WORLD CHAMPION CORP DECK**

This card-for-card recreation of the Corp Deck played by 2015 *Android: Netrunner* World Champion Dan D'Argenio features fifty of the strongest cards playable in Haas-Bioroid. These fully tournament-legal cards are collected from the whole of the *Android: Netrunner* data vault and presented with new full-bleed graphic design and gorgeous extended art, as well as a visually reimagined Engineering the Future identity card. Scheduled to ship in April 2016.

FFG CHP01\$14.95

**ANDROID NETRUNNER LCG: 2015 WORLD CHAMPION RUNNER DECK**

This card-for-card recreation of the Runner Deck played by 2015 *Android: Netrunner* World Champion Dan D'Argenio features many of the newest and most colorful additions to the Runner's side of *Android: Netrunner*. Each of its fifty-one, tournament-legal cards receives a fantastic, full-bleed treatment with extended art, meaning the deck is almost as much a piece of art as it is a tool that allows you to rip apart Corporate R&D with the greatest of ease. Scheduled to ship in April 2016.

FFG CHP02\$14.95

**A GAME OF THRONES LCG: 2ND EDITION - CALM OVER WESTEROS CHAPTER PACK**

Westeros lies under a deceptive calm. Everywhere, events are set in motion that will soon bear terrible consequences. As the first cycle for *A Game of Thrones: The Card Game 2nd Edition* approaches the end of the first book, the *Calm over Westeros Chapter Pack* offers new cards and plots, featuring instantly recognizable characters and locations including Bronn, Mirri Maz Duur, and The Eyrie. Scheduled to ship in April 2016.

FFG GT06\$14.95

**A GAME OF THRONES LCG: 2ND EDITION - KNIGHTS OF THE REALM PLAYMAT**

Take your place on the tourney ground and simultaneously organize your play area with the *Tourney for the Hand Playmat* for *A Game of Thrones: The Card Game*. This playmat provides a high-quality play surface to protect your cards, and offers unique templates with places for your characters and locations, plot deck, main deck, dead pile, and discard pile. Scheduled to ship in January 2016.

FFG GTS10\$12.45

**A GAME OF THRONES LCG: 2ND EDITION - STORMBORN PLAYMAT**

Enter the world of *A Song of Ice and Fire* and organize your play area simultaneously with the *Daenerys Targaryen Playmat* for *A Game of Thrones: The Card Game*. This playmat provides a high-quality play surface to protect your cards, and offers unique templates with places for your characters and locations, plot deck, main deck, dead pile, and discard pile. Scheduled to ship in January 2016.

FFG GTS09\$12.45

**THE LORD OF THE RINGS LCG: NIGHTMARE DECK**

When Middle-earth's heroes returned to Minas Tirith, triumphant after the battles they faced through the scenarios from *Heirs of Numenor*, they found the City's Steward wracked with worry. Traitors and treachery had infiltrated the City and spread throughout its underbelly like a disease. After the *Heirs of Numenor* deluxe expansion, the *Against the Shadow Cycle* followed the heroes and their efforts to purge the Dark Lord's servants from the heart of Gondor. Now, three new Nightmare Decks for *The Lord of the Rings: The Card Game* allow you to experience the thrill of discovery all over again with new Plots and mechanics, as well as deadlier challenges. With these Nightmare Decks, you'll find that the conspiracies run deeper, your foes are more ferocious, and the Dark Lord's servants have come closer than ever to plunging Gondor into chaos! Scheduled to ship in January 2016.

ENCOUNTER AT AMON DIN

FFG UMEN24PI

THE DRUADIN FOREST

FFG UMEN23PI

THE STEWARD'S FEAR

FFG UMEN22PI

A GAME OF THRONES™

THE CARD GAME

SECOND EDITION

CALM OVER WESTEROS

CHAPTER PACK



Beneath the Surface,
forces are Stirring

Calm Over Westeros Chapter Pack | GT06 | \$14.95

www.FANTASYFLIGHTGAMES.COM



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THE LORD OF THE RINGS LCG:

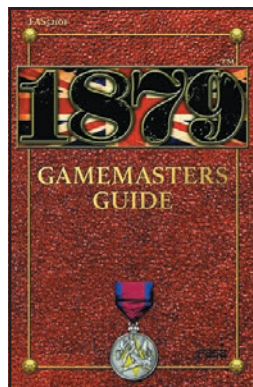
TEMPLE OF THE DECEIVED ADVENTURE PACK

In *Temple of the Deceived*, the third Adventure Pack in the *Dream-chaser Cycle* for *The Lord of the Rings: The Card Game*, the game's themes of exploration reach an all-new high as your heroes must scour a remote jungle island to find a chest that has lain locked and half-forgotten for untold ages. Additionally, the pack's sixty cards include a new Leadership hero, 27 player cards (three copies each of nine different cards), and the core encounter set for a thrilling new scenario with innovative new travel mechanics and hordes of ferocious undead! Scheduled to ship in April 2016.

FFG MEC50.....\$14.95



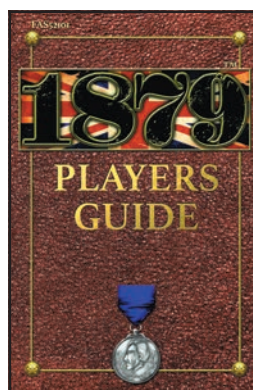
FASA GAMES



1879: GAMESMASTER'S GUIDE

This isn't your great-great-grandfather's London! From the heights of society to the depths of the criminal underworld, from the high street of London to the mountains of the Gruv, adventure is calling! There are worlds to explore, fortunes to be won, and battles to be fought in 1879. Onward! Scheduled to ship in April 2016.

S2P FAS52102\$35.00



1879: PLAYERS GUIDE

From the heights of society to the depths of the criminal underworld, from the high streets of London to the mountains of the Gruv, adventure is calling! There are worlds to explore, fortunes to be won, and battles to be fought in 1879! The *1879 Players Guide* provides everything needed to play for characters in the Initiate, Novice, and Journeyman Tiers of advancement - from character generation and combat, to obscure magic and the latest in Victorian technology. Scheduled to ship in April 2016.

S2P FAS52101\$35.00

START COLLECTING!

Collect! Assemble! Play! Each *Start Collecting!* value box set contains a collection of fantastic miniatures which players can assemble and immediately incorporate into their *Warhammer*, *Warhammer 40,000*, and *Age of Sigmar* campaigns!



ASTRA MILITARUM

GAW 70-47\$85.00



DAEMONS OF KHORNE

GAW 70-97\$85.00



DAEMONS OF NURGLE

GAW 70-98\$85.00



GREENSKINZ

GAW 70-91\$85.00



MALIGNANTS

GAW 70-93\$85.00

GAMES WORKSHOP

CITADEL SPRAY

CAIBAN GREEN
GAW 62-17\$19.50
LEADBELCHER
GAW 62-24-NEW\$19.50
MACRAGGE BLUE
GAW 62-16\$19.50
MECHANICUS STANDARD GREY
GAW 62-26\$19.50
MEPHISTON RED
GAW 62-15\$19.50
MOURNFANG BROWN
GAW 62-19\$19.50
RETRIBUTOR ARMOUR
GAW 62-25-99-NEW\$28.00
ZANDRI DUST
GAW 62-20\$19.50

SPOTLIGHT ON



STAR WARS LCG: GALACTIC AMBITIONS EXPANSION

Two great powers struggle for the galaxy across the *Star Wars* saga: the fledgling Rebel Alliance and the Sith Lord, Emperor Palpatine. The fifth deluxe expansion for *Star Wars: The Card Game*, *Galactic Ambitions* focuses the spotlight on the Rebel Alliance and Sith affiliations with five new objective sets apiece and new versions of iconic characters like Darth Vader, Emperor Palpatine, and Leia Organa, while new Fate cards raise the tension of every battle. Scheduled to ship in April 2016.

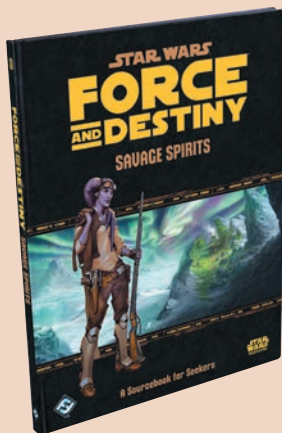
FFG SWC30\$29.95

SPOTLIGHT ON

STAR WARS RPG: FORCE AND DESTINY SAVAGE SPIRITS HARDCOVER

The *Star Wars* galaxy is an immense realm, filled with uncharted and uncivilized regions. Some Force users, known as Seekers, are compelled by destiny to explore the galaxy's vastness and dwell in its wildernesses. With the *Savage Spirits* sourcebook for the *Star Wars: Force and Destiny* roleplaying game, players will find everything necessary for wilderness survival, including gear, a new Force power, new specializations, three additional playable species, and numerous untamed, but possibly tamable, creatures. Scheduled to ship in April 2016.

FFG SWF41\$29.95



FEATURED ITEM



STORYLINE: FAIRY TALES

Tell your own fanciful adventure stories with *Fairy Tales*, the debut game of the *StoryLine* collection. In this simple, beautifully-illustrated card game, players create a story together, with each player contributing characters, places, objects, and events to the narrative. Scheduled to ship in April 2016.

FFG SY01\$19.95



NECRONS
GAW 70-49\$85.00



TYRANIDS
GAW 70-51\$85.00



FYRESLAYERS MAGMADROTH
GAW 84-23\$110.00



SERAPHON
GAW 70-88\$85.00



SKITARII
GAW 70-59\$85.00



SLAVES TO DARKNESS
GAW 70-83\$85.00



SPACE MARINES
GAW 70-48\$85.00



TAU EMPIRE
GAW 70-56\$85.00

WARHAMMER FANTASY BATTLE



BATTLETOME: FYRESLAYERS

This full-color *Battletome* introduces the Fyreslayers to the Age of Sigmar - deadly duardin mercenaries who seek magical ur-gold (believed to be fragments of their warrior god Grimnir) that they forge into runes and hammer into their flesh to give them enormous strength and the ability to shrug off their enemies blows! This *Warhammer* sourcebook contains new background and stories of the Fyreslayers, plus three battleplans, 12 warscrolls, four warscroll battalions, and uniform guides.

GAW 84-01-60-NEW\$49.50



FYRESLAYERS AURIC RUNEMASTER
GAW 84-21\$30.00



FYRESLAYERS HEARTHGUARD
GAW 84-24\$40.00



FYRESLAYERS VULKITE BERZERKERS
GAW 84-25\$60.00

UNDEAD LEGION DEATHLORDS MORGHASTS
GAW 93-07-NEW\$60.00

UNDEAD LEGION DEATHLORDS MORTARCH
GAW 93-06-NEW\$80.00



UNDEAD LEGION DEATHLORDS NAGASH SUPREME LORD OF THE UNDEAD
GAW 93-05-NEW\$105.00

UNDEAD LEGION NIGHTHAUNT SPIRIT HOSTS
GAW 93-08-NEW\$26.00

GREENBRIER GAMES



NOT ACTUAL ART

YASHIMA: 6-PLAYER BUNDLE
Each bundle pack contains one copy each of *Yashima: Legend of the Kami Masters*, *Yashima: Legend of the Deep Woods*, *Yashima: Legend of the Icy Peaks*, and *Yashima Mini Status Tokens*. Scheduled to ship in April 2016.
PSI GNE0061\$91.88

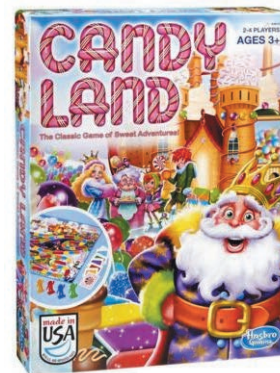
HASBRO



BATTLESHIP

You Sank My Battleship! *Battleship* is the classic naval combat game that brings together competition, strategy, and excitement. Feel the authentic thrill of the battle when you wage war on the high seas! Take charge and command your own fleet to defeat the enemy. With convenient, portable battle cases and realistic naval crafts, *Battleship* puts you right in the middle of the action! Scheduled to ship in January 2016.

MLB A3264PI



CANDYLAND

Start down the "magical" road to "sweet" surprises in this adorable version of the classic *Candy Land*! Choose your sweet character, then dance your way along the rainbow path to Peppermint Forest, the Lagoon of Lord Licorice, and Princess Frostine's Ice Palace! Let your imagination soar as you make your way to King Kandy's Castle to win! Scheduled to ship in January 2016.

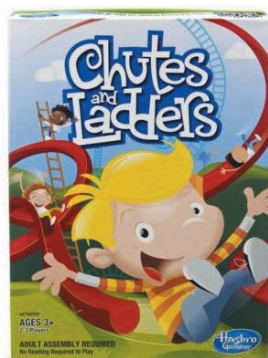
MLB A4813PI



CANDYLAND PRINCESS EDITION

Take a dazzling journey through eight magical lands in *Candy Land Disney Princess Edition*! Pick your favorite Disney Princess - Cinderella, Rapunzel, or Ariel - and start drawing colorful cards that guide her along the rainbow path. Who will be the first to reach the castle? If it's you, you win! Scheduled to ship in January 2016.

MLB B2245PI



CLASSIC CHUTES AND LADDERS

Climb up and slide down in the exciting game of ups and downs, *Chutes and Ladders*. Scheduled to ship in January 2016. MLB A4756..... PI



DESPICABLE ME GAME OF LIFE

Play *The Game of Life* with *Despicable Me* minions! Just pick your Minion, choose a job, and let the adventure begin! You'll sing at Gru's wedding, steal the Moon, and other wacky escapades - but watch out for evil Minions as you try to bag five bunches of bananas! Scheduled to ship in January 2016. MLB A9061..... PI



DESPICABLE ME MONOPOLY

It's the classic, fast-dealing, property trading game of Monopoly - now with multitudes of minions! Gru is back with another evil plan and it's up to you to collect Banana Bucks and own all of your favorite properties before he succeeds. Spin the Minion Spinner to move your minion around the board and wheel and deal to win the most mischievous *Monopoly* game ever! Scheduled to ship in January 2016. MLB A2574..... PI



DESPICABLE ME OPERATION

It's the classic skill game of *Operation*, now with multitudes of minions! Stuart's having a bad day and it's up to you to fix him. Operate on Stuart to remove the unicorn fluff or fix his nutty noggin and his toxic tongue! Collect all of Stuart's Funatomy parts to win and earn extra points with Minion Medics - but don't set off the buzzer! Scheduled to ship in January 2016. MLB A2576..... PI



DESPICABLE ME TROUBLE

Uh-oh! Gru and his minions are in Trouble! Pop the bubble to save the minions in this *Despicable Me* version of the classic *Trouble* game! Can you get all your minions safely around Gru's conveyor belt? Move your minions and send other players' minions home when you land on the same space. If you pop Siren Bob with the Pop-O-Matic, your minions are safe from being sent home - until someone else pops him! Scheduled to ship in January 2016. MLB A9018..... PI



DISNEY DESCENDANTS HEAD HINTS

Heads Up! Maleficent is up to her evil wits, and she's mixed things up right before Ben's coronation in this game of clues, secrets, and silly stunts! Scheduled to ship in January 2016. MLB B4744..... PI

FINDING DORY GUESS WHO

Scheduled to ship in May 2016. MLB B6733..... PI

FINDING DORY OPERATION

Scheduled to ship in May 2016. MLB B6732..... PI



FROZEN DON'T BREAK THE ICE

In *Don't Break the Ice: Disney Frozen Edition*, players take turns tapping out ice blocks with the toy mallet. The object is to keep Anna and Olaf skating, but as the game goes on, ice blocks start falling fast! Scheduled to ship in January 2016. MLB B4643..... PI



FROZEN JENGA

Combining classic Jenga gameplay with a cool Disney *Frozen* twist, players take turns building up Elsa's ice palace by carefully removing blocks from the ice wall with the snowflake wand, then stacking the blocks to rebuild the palace. But, watch out! If the balcony falls at any point during a turn, that player's out! Whether you play solo or with friends, you'll have an avalanche of fun with *Jenga: Disney Frozen Edition*! Scheduled to ship in January 2016. MLB B4503..... PI



GUESS WHO

Can you guess your opponent's Mystery Character before they guess yours? Then you're ready to win this version of the classic *Guess Who?* game! Ask your opponent yes-or-no questions about the character's color, wheels, and other details, and close the doors to the wrong characters based on the answers. Make your guess when you're ready, but don't guess wrong - if you do, you can't guess again until your next turn! Scheduled to ship in January 2016. MLB A5696..... PI



MARVEL AVENGERS TROUBLE

In this Marvel-themed version of the family favorite *Trouble* game, players choose to play as Marvel's Black Widow, Hulk, Iron Man, or Thor as they try to move all four of their heroes safely around Captain America's shield. If a player pops Captain America's shield on the Pop-O-Matic dice roller, Captain America gets added to the team to help protect its other heroes! Scheduled to ship in March 2016. MLB B5706..... PI

MARVEL CAPTAIN AMERICA CIVIL WAR RISK

Scheduled to ship in March 2016. MLB B5518..... PI

MARVEL CHESS

Scheduled to ship in March 2016. MLB B6933..... PI



MY LITTLE PONY CHUTES AND LADDERS

Welcome to the world of *My Little Pony*, where Friendship is Magic! This *My Little Pony Chutes and Ladders* game features exclusive ponies that will take you on a journey. Join them on their adventures as they climb ladders, slide down chutes, and glide across a rainbow-filled sky. Scheduled to ship in January 2016. MLB A8433..... PI



OLAF'S IN TROUBLE

Pop the bubble to save Olaf in this Disney version of the classic *Trouble* game! You can play this game as your favorite *Frozen* character, and your job is to travel around Arendelle to save Olaf. But, watch out for the avalanche! Scheduled to ship in January 2016. MLB B1646..... PI



OLAF OPERATION

Uh-oh! Elsa and Kristoff want to give Anna the best birthday party ever, but those pesky snowmen are making it cold and chaotic! Can you pick the snowmen out of Olaf with the tweezers and avoid the buzzer? Scheduled to ship in January 2016. MLB B4504..... PI

RETRO SCRABBLE

Enjoy this vintage version of the classic crossword game based on the 1949 edition of *Scrabble*. Scheduled to ship in January 2016. MLB B2850..... PI

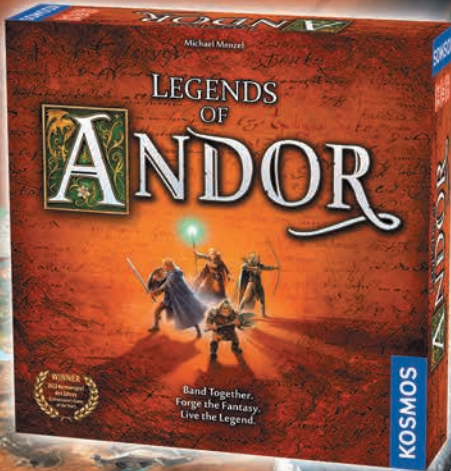
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OF



ANDOR

By

Michael Menzel



TUMULT Royale

By Klaus and
Benjamin Teuber



BY RÜDIGER DORN

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KOSMOS



SCATTERGORIES

Think fast! Team up in this fun, fast-paced game of categories! Can you think of articles of clothing, things you fold, or things at the beach that start with "S"? You've only got seconds to come up with them! The more creative your answers, the more points you score! Scheduled to ship in January 2016.

MLB A5226 PI



STAR WARS CATCH PHRASE

It's the intergalactic version of the classic *Catch Phrase* game! Can you guess the words from the *Star Wars* Universe that your teammate is trying to get you to guess? Rack your brains and gather your knowledge of the Force to be the Jedi Master of *Catch Phrase*! Scheduled to ship in January 2016.

MLB B2359 PI



STAR WARS LOOPIN' CHEWIE GAME

Loopin' Chewie is out and about and he's coming after the Stormtroopers with his piloting skills! Every time he flies by in the *Millennium Falcon*, he'll be out to knock another Stormtrooper off. But, if you can flip him out of the way with your paddle, he'll go after someone else's Stormtrooper! The player with the last trooper standing wins! Scheduled to ship in January 2016.

MLB B2354 PI



SPONGEBOB MONOPOLY

Barnacle really is the name of the game, and all ocean properties are available to buy, sell, or rent in this hilarious *SpongeBob SquarePants* version of *Monopoly*! Keep buying and selling until you've cornered the market in Bikini Bottoms and you've got more claims than anyone else! Scheduled to ship in January 2016.

MLB B2180 PI



STAR WARS CHESS

Make the right moves and outwit your opponent in this awesome *Star Wars* chess game! Play for the Rebels or the Empire as they try to put their opponent in checkmate. When the king is Darth Vader or the knight is Han Solo, every game of chess is going to be the most intergalactic of challenges! Scheduled to ship in January 2016.

MLB B2345 PI



STAR WARS RISK

The *Risk: Star Wars Edition* game lets players recreate the dramatic final moments of *Star Wars: Return of the Jedi*. Across a TIE fighter-shaped gameboard, players can determine the fate of the *Star Wars* universe through three concurrent, yet distinct, battles: the attack on the Death Star, the shield assault, and the battle between Luke Skywalker and Darth Vader. Opponents choose to play as the light side or the dark side of the *Star Wars* saga, and use the classic *Risk* dice to control characters and ships. Scheduled to ship in January 2016.

MLB B2355 PI



STAR WARS BATTLESHIP

Hunt, strike, and win the galaxy with this *Star Wars* version of the classic *Battleship* game! Can you figure out where your opponent's starships are before your ships are destroyed? Whether you take the Rebel or Imperial fleet, take your shot and see if you can make your opponent say "You destroyed my starship!" Scheduled to ship in January 2016.

MLB B2358 PI



STAR WARS DUELS CARD GAME

The fate of the galaxy is in your hands when you play this awesome *Star Wars Duels* card game! Jedi, Sith, and more will clash when you play the best card in your hand. If you can't prevail alone, forge links with others to build a powerful team! Scheduled to ship in January 2016.

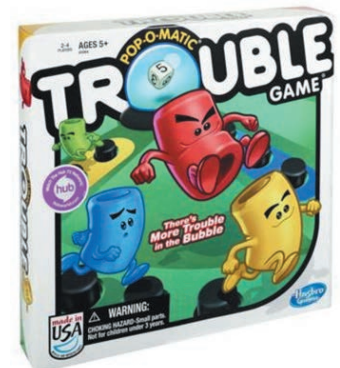
MLB B2360 PI



TRIVIAL PURSUIT FAMILY EDITION

With cards for kids and adults, the whole family can get a kick out of this fun-filled *Family Edition* of *Trivial Pursuit*! The game's fresh questions and faster pace make for quick-play trivia, and with six categories and 1,200 questions (600 for adults, 600 for kids) you'll never run out of the learning, laughing fun! Scheduled to ship in January 2016.

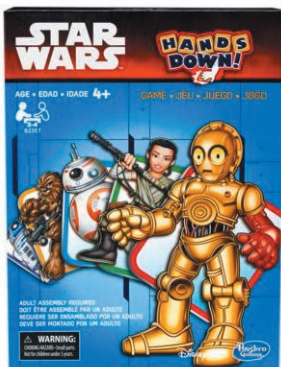
MLB A6351 PI



TROUBLE

Get ready to race to the finish line in this exciting game with the classic "Pop-O-Matic" bubble that holds and rolls the die. The suspense builds as you try to land on the "Double Trouble" or "Warp" spaces that give you additional powers. Can you chase your opponents around the board without getting into trouble and getting sent back to the starting line? Scheduled to ship in January 2016.

MLB A5064 PI



STAR WARS HANDS DOWN GAME

Keep your wits about you and your eye on the cards to win at this fast-paced *Star Wars* version of the *Hands Down* card game! All you have to do is watch for matches on the spinner to the *Star Wars* character cards in your hand. If the spinner lands on C-3PO and you have that card, slam it down on the Target token as fast as you can! Get rid of all your cards first, and you're the ruler of the galaxy - and the winner! Scheduled to ship in January 2016.

MLB B2357 PI

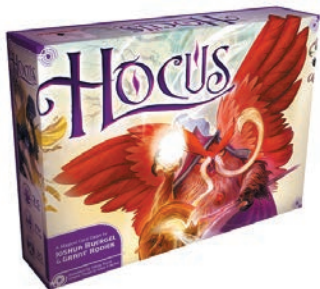


YOKAI WATCH GAME OF LIFE

Scheduled to ship in January 2016.

MLB B6493 PI

HYPERBOLE GAMES



HOCUS

Combining all the strategy of Poker with a fantasy flair, players in *Hocus* - a deeply interactive strategy card game of magic spells, cunning, and luck - manage a limited hand of cards while wielding spells to create ranked sets of cards that are superior to their opponents' sets.

IMP HYG100\$18.00

IELLO

FEATURED ITEM



HAPPY PIGS

In *Happy Pigs*, you are farmers raising pigs over the course of a year to sell at market. Breed new piglets, fatten them up, and sell that for top dollar! Each season brings unexpected turns of fortune, as you maneuver to take the best actions at the right time. So time your feeding, breeding, buying, and selling just right. And don't forget to vaccinate your herd, because the changing seasons will take a toll on your piggies' health. Scheduled to ship in February 2016.

IEL 51288\$34.99



HEROES OF NORMANDIE: GAZETTE #5

Keep your *Heroes of Normandie* games fresh and interesting with regular, new content! This fifth quarterly *Gazette* includes new rules, new scenarios, and an exclusive punchboard filled with equipment, options, and surprises. Scheduled to ship in March 2016.

IEL 58056\$14.99



LOOT N RUN

Ah, the great pyramids! Full of treasures - just waiting for you! 'Course, it'd be easier without those meddling explorers waking up the Guardians and sending them after you! But, you're quick, so it shouldn't be a problem, right? Grab the loot and escape the pyramid with your treasure before other players awaken the guardians and rob you of what you have rightfully plundered in *Loot N Run*! Scheduled to ship in February 2016.

IEL 00048\$14.99

SPOTLIGHT ON



SEA OF CLOUDS

Soar above the clouds to become an infamous air pirate in *Sea of Clouds*! Face other pirates aboard your flying ship and show them who's boss! To do this, board enemy ships, plunder treasure, collect relics, and unearth the best rum! Scheduled to ship in May 2016.

IEL 51293\$29.99



TALES & GAMES: THE PIED PIPER

Welcome to the beautiful town of Hamelin! Visit our inns, our monuments, and our... RATS! Sadly, Hamelin is overrun with these cursed rodents, and only the mysterious piper can help us! Rat out your neighbors in this latest addition to the *Tales & Games* series. Scheduled to ship in February 2016.

IEL 51287\$24.99



TEM-PURR-A

It's More Than a Meow-thful! *Tem-purr-a* is a push-your-luck game where you stuff your whiskers and show your opponents who's the fattest cat around! Scheduled to ship in February 2016.

IEL 51283\$14.99

IRON WIND METALS

CLASSIC BATTLETECH

Scheduled to ship in May 2016.



CENTURION CN11-O PRIME MECH (TRO 3145)

IWM 20-5131\$12.75



GTTERDMMERUNG GTD-20S MECH (TRO 3145 OR 3150)

IWM 20-5133\$16.50



JULIANO JLN-5A MECH (TRO 3145 OR 3150)

IWM 20-5134\$17.50



TEMPLAR III TLR2-O PRIME MECH (TRO 3145 OR 3150)

IWM 20-5132\$17.50

KONAMI DIGITAL ENTERTAINMENT

SPOTLIGHT ON



YU-GI-OH! TCG: MILLENNIUM PACK BOOSTER DISPLAY (36)

Dozens of old favorites from the original Yu-Gi-Oh! TV series get a whole new look with the *Millennium Pack*! This 48-card expansion set for the Yu-Gi-Oh! Trading Card Game includes over 20 variant artwork illustrations for classic cards like Thousand Dragon, Flame Swordsman, Widespread Ruin, Kunai with Chain, and Celtic Guardian. Plus, the *Millennium Pack* offers famous cards from the TV series that have never been in print before, including Kaiba's ultimate card-draw, the Card of Demise, and the final version of the mightiest Egyptian God Card, The Winged Dragon of Ra - Immortal Phoenix. 5 card per pack / 36 packs per display. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.
KON 82700-D \$71.64

YU-GI-OH! TCG: PREMIUM GOLD - INFINITE GOLD BOX DISPLAY (5)

Collect the best from past Yu-Gi-Oh! Trading Card Game Gold Series sets and a ton of new cards with the new Gold Secret card rarity! Each 5-card Premium Gold mini-pack contains two Gold Secrets, each card either a brand-new, never-before-seen card, or one of the Legendary God Cards from the original Yu-Gi-Oh! series! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.
KON 82682-D \$74.95



GRUMPY KIM
LGN BOX051 PI



LEGION LOGO 2015
LGN BOX053 PI



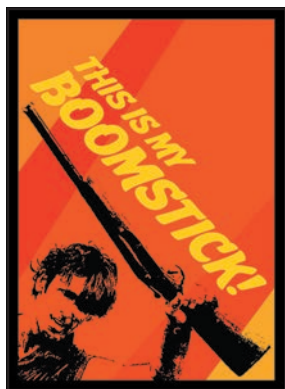
LIFECALC
The LifeCalc is designed to be used with Yu-Gi-Oh! Scheduled to ship in February 2016.
ANKH LGN LCY055 PI
ANUBIS LGN LCY056 PI
HORUS LGN LCY058 PI
KHEPRI LGN LCY059 PI
RA LGN LCY057 PI



LEGION SUPPLIES

ART SLEEVES

Scheduled to ship in February 2016.



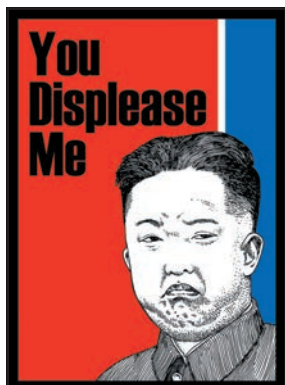
BOOMSTICK (50)
LGN ART052 PI



LEGION LOGO 2015 DOUBLE MATTE (50)
LGN MAT053 PI

DECK BOX

Scheduled to ship in February 2016.



GRUMPY KIM (50)
LGN ART051 PI



BOOMSTICK
LGN BOX052 PI

MAX PROTECTION



GI JOE SHUFFLE-TECH SLEEVES (50)
Officially licensed by Hasbro. Scheduled to ship in January 2016.
SNAKE EYES
MAX 7060LSNE PI
STORM SHADOW
MAX 7060LSSH PI



HASTA LA VISTA BABY

Scheduled to ship in January 2016.

DECK BOX
MAX 100LHLV PI
PLAY MAT
MAX 8010MHLV PI
SHUFFLE-TECH SLEEVES (50)
MAX 7060LHLV PI





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STOCK CODE:

7060L ASQ

UPC:

8581 8871 4017



BRAINS

STOCK CODE:

7060L BRA

UPC:

8581 8870 8917



REAP IT

STOCK CODE:

7060L LOT

UPC:

8581 8870 8771



FULL MOON

STOCK CODE:

7060L WWF

UPC:

8581 8870 8894



DEATH GRIP

STOCK CODE:

7060L DGP

UPC:

8581 8871 4079



THIRST

STOCK CODE:

7060L VTH

UPC:

8581 8870 8870



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7060L LDL

UPC:

8581 8871 4024

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MAX 7060LAUS	PI
ISRAEL (50)	
MAX 7060LISL	PI
MEXICO (50)	
MAX 7060LMEX	PI
USSR (50)	
MAX 7060LURS	PI

OFFERED AGAIN



O/A APOCALYPSE RIO

DECK BOX	
MAX 100LRIO	PI
PLAY MAT	
MAX 8010MRIO	PI
SLEEVES (50)	
MAX 7060LRIO	PI



O/A TROUBLE AT THE TEMPLE

DECK BOX	
MAX 100LTAT	PI
PLAY MAT	
MAX 8010MTAT	PI
SLEEVES (50)	
MAX 7060LTAT	PI



O/A DEALER SLEEVES (100)

MAX DS2047	PI
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MAYFAIR GAMES

FEATURED ITEM

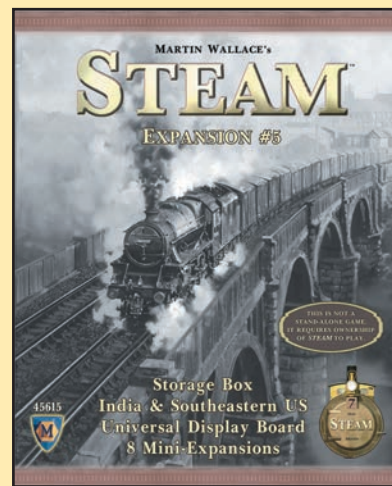


OH MY GOODS (ESSEN EDITION)

In *Oh My Goods!*, players control a network of workshops and craftsmen in their quest to become the richest merchant in the realm! Beginning with the ability to make charcoal, use your resources to acquire cloth, meat, or other goods to increase your income, run your workshops, and hire assistants. Plan the most efficient path to profit in *Oh My Goods!* Scheduled to ship in January 2016.

MFG 3512	\$15.00
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FEATURED ITEM



STEAM: MAP EXPANSION #5

Featuring two maps - India (3-5 players) and South Eastern US (2-6 players) - this expansion to *Steam* comes packed with eight mini-expansions, including Demanding Suppliers, City Growth Special Contractors, the Five Way Town, and the Gray Market Goods, plus new Action Tiles (The Surveyor, The Midnight Express, The Local Payoff, and Corporate Charity), new tiles with complex, hard curve tracks, and a Universal Display Board designed to be placed next to the maps rather than having to play the expansion(s) on top of the original game board. Scheduled to ship in April 2016.

MFG 45615	\$45.00
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MODIPHIUS



MUTANT CHRONICLES RPG: BROTHERHOOD SOURCE BOOK

The Cleansing Flame of the Cardinal! Founded to unite mankind against the encroaching Darkness, the Brotherhood stands between the worlds of humanity and the malign power of the Dark Soul. The Cardinals' influence can be found in all walks of life, and while the corporations may resent some of the Brotherhood's edicts, the war for mankind's salvation is the only priority. Scheduled to ship in March 2016.

IMP MUH050009	\$28.99
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MUTANT CHRONICLES RPG: CYBERTRONIC SOURCE BOOK

Stealth and Steel! The youngest and smallest of the corporations, Cybertronic is less than a century old. Few know much about this enigmatic, technologically advanced new player on the scene, but they have quickly made a place for themselves in the Solar System. Cybertronic's methods are secretive, but highly efficient, and many do not trust this newcomer, for they dabble in technologies that were long-ago banned. Scheduled to ship in March 2016.

IMP MUH050011	\$28.99
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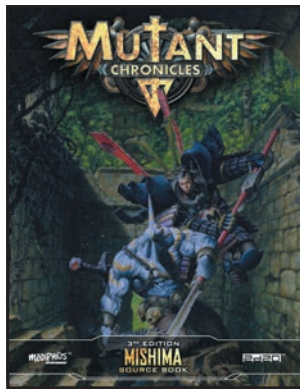




MUTANT CHRONICLES RPG: CAPITOL SOURCE BOOK

Pride and Profit! First amongst the stars, first upon Luna, and first upon Mars, Capitol prides itself upon being the first to grab every opportunity. Capitol is the largest corporation - and the most prosperous - and they claim that this success comes from the freedom of its populace. In no other corporation could an ordinary citizen rise to fame, fortune, and power so easily - but the price of freedom is a high one! Scheduled to ship in March 2016.

IMP MUH050008\$28.99



MUTANT CHRONICLES RPG: MISHIMA SOURCE BOOK

Death Before Dishonor! From the underground cities of Mercury to the sprawling plains of Mars, the Mishima Corporation is united by a code of duty and honor. In the boardroom and on the battlefield, the proud samurai of the management caste lead the way. Beneath them toil countless work units of commoners, among whom hide secret societies dedicated to the martial arts, organized crime and, sometimes, the Dark Apostles. Scheduled to ship in March 2016.

IMP MUH050010\$28.99



MUTANT CHRONICLES RPG: IMPERIAL SOURCE BOOK

Clans of Damnation! Scattered across the solar system, the Imperial corporation is united by mutual ambition. The disparate and eclectic Clans of Imperial are perpetually moving to acquire new territory and new companies, and war is simply one means to that end. Plagued by a dark and bloody history, Imperial focuses its determination and ambition outwards to rival corporations and the Dark Legion. Scheduled to ship in March 2016.

IMP MUH050005\$28.99



MUTANT: YEAR ZERO RPG - DEAD BLUE SEA

The second supplement to the *Mutant: Year Zero* RPG, *Dead Blue Sea* introduces a whole new Zone at sea, complete with a full-color map, plus information on new mutations, monsters, maritime artifacts, and rules for Zone travel at sea, including navigation, weather, wind, and diving.

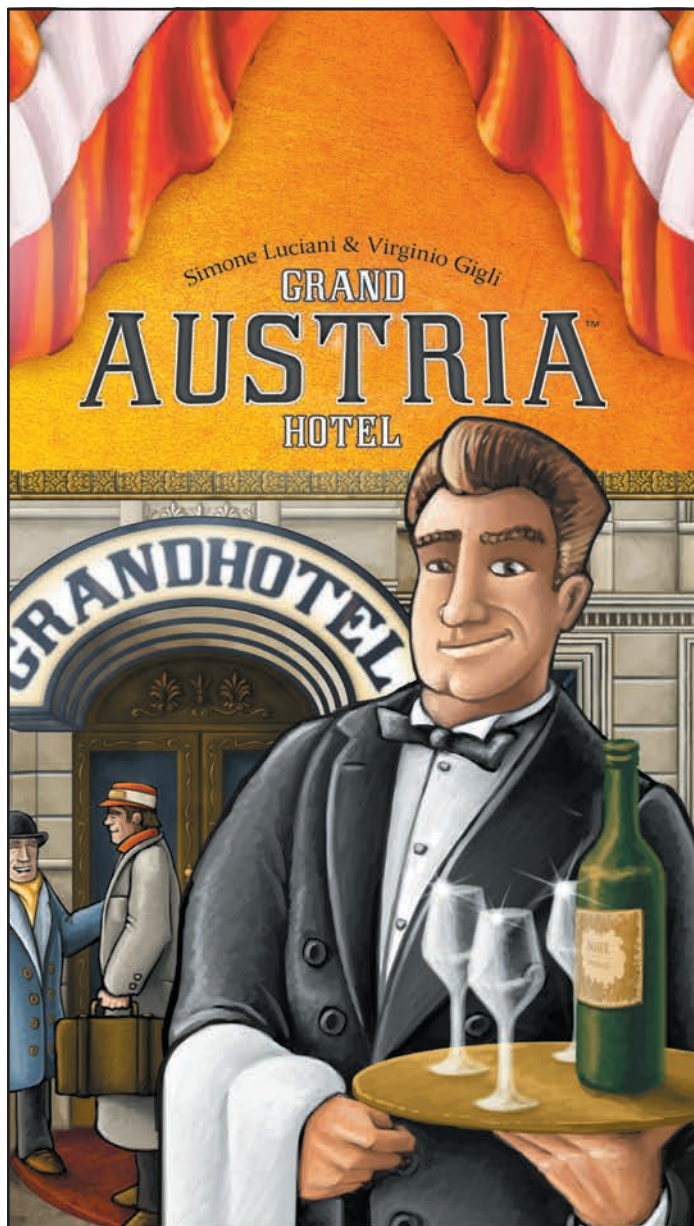
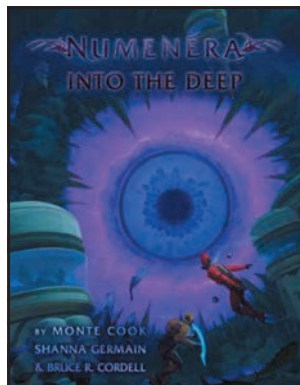
IMP MUH050183\$18.99

MONTE COOK GAMES

NUMENERA RPG: I INTO THE DEEP HARDCOVER

The lands of the Ninth World are vast and filled with the leftover marvels of prior worlds. But the ancients didn't live and work their strange ways only upon the land, and the secrets, treasures, and deadly dangers of the past also lie beyond the vast horizons - and beneath the foam-flecked waves - of the Ninth World's great ocean. Ancient ruins? Secrets? Treasures? Gods? Any of these, and rewards yet unimagined, may await discovery for those willing to leave the comforting familiarity of dry land and accept the ocean's cold, dangerous embrace. *Into the Deep* introduces new creatures, cyphers, and artifacts usable in any *Numenera* campaign. Scheduled to ship in May 2016.

PSI MCG082\$39.99



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NINJA DIVISION GAMES

AVP

Scheduled to ship in January 2016.



ALIEN QUEEN

NJD 410302\$54.95



POWER LOADER

NJD 410303\$24.95



PREDALIEN

NJD 410304\$15.95

AVP

Scheduled to ship in February 2016.

ALIEN CRUSHER

NJD 410305\$45.95



ALIEN WARRIORS

NJD 410306\$24.95



PREDATOR HELLHOUND

NJD 410307\$24.95



DRUNKQUEST

Level Up Your Party! *DrunkQuest* is a fast, fun, and furious drinking game that mixes quick card game mechanics with fantasy themes to create a party game like no other! In *DrunkQuest*, you get a hero, gear, and other treasure by defeating monsters. And to defeat monsters, you must drink! Scheduled to ship in February 2016.

NJD 411001\$34.95

ONE SMALL STEP

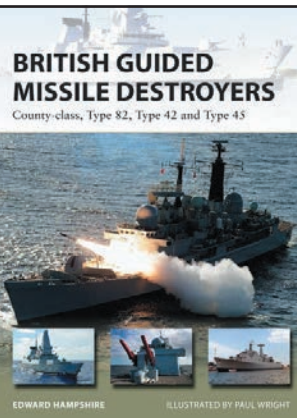


FOLIO SERIES NO. 7: BATTLE OF THE ATLANTIC

With the British and French entrance into World War II on September 3, 1939, the German Kriegsmarine moved to implement strategies similar to those used in World War I. Unable to challenge the Royal Navy in regard to capital ships, the Kriegsmarine began a campaign against Allied shipping with the goal of cutting off Britain from the supplies needed to wage war. Overseen by Grand Admiral Erich Raeder, German naval forces sought to employ a mix of surface raiders and U-boats. *Battle of the Atlantic* is a solitaire game of the campaign on the high seas. Scheduled to ship in January 2016.

S2P OSS1507\$24.95

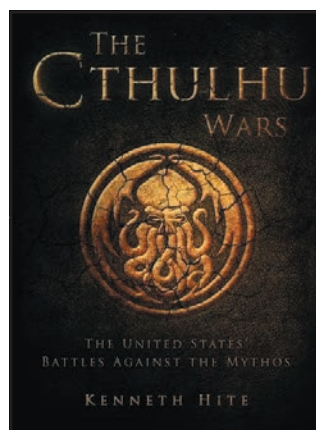
OSP REY PUBLISHING



BRITISH GUIDED MISSILE DESTROYERS: COUNTY-CLASS TYPE 82 TYPE 42 AND TYPE 45

In the years after World War II, new guided missile technology offered surface ships the chance to destroy airborne threats from afar, thereby preserving their role in naval warfare. Written by an expert on British naval technology, this book assesses the changing technology of the Royal Navy's destroyers, including an examination of the Royal Navy's newest and most capable warship, the Type 45. Scheduled to ship in May 2016.

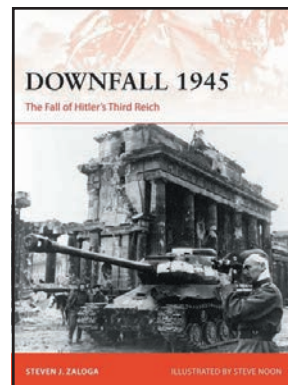
OSP NVG234\$18.00



CTHULHU WARS: THE UNITED STATES BATTLES AGAINST THE MYTHOS

From the Patriots' raid on the necromancer Joseph Curwen, to the Special Forces' assault on Leng in 2007, this unique document reveals the secret and terrible struggle between the United States and the supernatural forces of Cthulhu. In this war, immortal cultists worship other-dimensional entities, and plot to raise an army of the dead. Incomprehensible undersea intelligences infiltrate and colonize American seaports, and alien races lurk beneath the ice of Antarctica and high in the mountains of Afghanistan. It is only through constant vigilance and violence that the earth has survived. Also included are threat reports describing the indescribable - humanity's deadliest foes serving Cthulhu and the other Great Old Ones. Strange times are upon us, the world is changing, and even death may die - but, until then, the war continues... Scheduled to ship in May 2016.

OSP DAK011\$19.00



DOWNFALL 1945: THE FALL OF HITLER'S THIRD REICH

The final month of fighting in Europe saw the Wehrmacht battle on in a desperate last stand, driven on by the increasingly delusional orders issued by Adolf Hitler. With Berlin surrounded by the Red Army and British and US forces approaching from the west, it was clear that the Third Reich was on the brink of defeat. Yet, rather than celebrate their victories as they crushed the last pockets of German resistance, the Allies began to eye each other nervously across the battle-torn continent. This book traces the final military operations of the war and the political agendas that guided them, analyzing how the Allied strategies in the final days of World War II were a hint of the future suspicion that would drive the Cold War. Scheduled to ship in May 2016.

OSP CAM293\$24.00



ESCAPE FROM THE ALIENS IN OUTER SPACE: THE ULTIMATE EDITION

Escape From the Aliens In Outer Space is a card game of strategy and bluff set on a badly damaged deep space research vessel. On-board systems have failed, plunging the ship into darkness. But even worse: a mysterious alien plague has crept aboard and is transforming the human crew into horrendous monsters! Now, the remaining crewmen desperately seek to escape from the derelict spacecraft - but in the darkness the aliens are lurking, hungry for human flesh! Featuring improved components, revised rules, and expanded gameplay, this *Ultimate Edition* of the *Escape From the Aliens In Outer Space Card Game* includes all 16 characters, two exclusive items from the Limited Edition (Sensor and Clone), and two new items, plus eight, new laminated maps and eight dry erase markers. Scheduled to ship in May 2016.

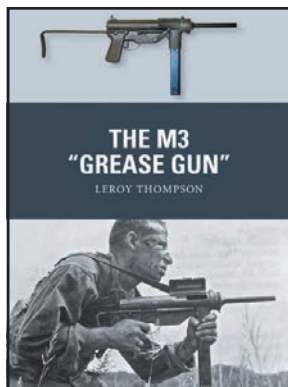
OSP OSG730\$40.00



F4U CORSAIR VS KI-84 FRANK: 1944-45

The Vought Corsair was the first American single-engine fighter to exceed four-hundred MPH, establishing dominance over the Mitsubishi Type Zero-sen with a kill ratio greater than ten to one. The Ki-84 Hayate was introduced by the Japanese specifically to counter this growing American dominance of the skies over the Pacific. This volume examines the clashes between the Corsair and Ki-84 in the closing stages of the war. Scheduled to ship in May 2016.

OSP DUE073.....\$20.00



M3 GREASE GUN

Influenced by the German MP 40 and the British Sten, the .45caliber M3 "Grease Gun" served as the primary U.S. submachine gun for almost a half century. Featuring full-color artwork, firsthand accounts, and archive and close-up photographs, this is the engaging story of the M3 submachine gun. Scheduled to ship in May 2016.

OSP WEAP046.....\$20.00



GERMAN MACHINE GUNS OF WORLD WAR I: MG 08 AND MG 08/15

World War One's defining weapon, Germany's MG 08 Machine Gun won a formidable reputation on battlefields from Tannenberg to the Somme, while its more mobile successor, the MG 08/15, played a central role in the revolutionary developments in infantry tactics that characterized the last months of the conflict. Drawing upon eyewitness battlefield reports, this absorbing study assesses the technical performance and combat record of these redoubtable and influential German machine guns, as well as their strengths and limitations in a variety of battlefield roles. Scheduled to ship in May 2016.

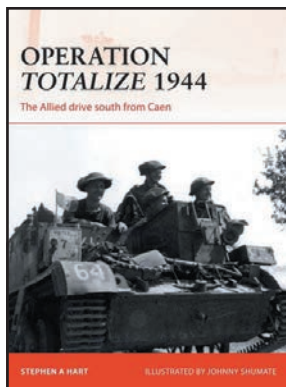
OSP WEAP047.....\$20.00



MIG-17/19 ACES OF THE VIETNAM WAR

At the start of the Vietnam War, the Vietnam People's Air Force were equipped with slow, old Korean War generation fighters - MiG-17s and MiG-19s - types that should have offered little opposition to the cutting-edge fighter-bombers such as the F-4 Phantom II and the F-8 Crusader. Yet, when the USAF and US Navy unleashed their aircraft on North Vietnam in 1965, the inexperienced pilots of the VPAF were able to shatter the illusion of US air superiority. Featuring information previously unavailable in the west and only recently released from archives in Vietnam, this is the first major analysis of the exploits of Vietnamese pilots in the David and Goliath contest with the US over the skies of Vietnam. Scheduled to ship in May 2016.

OSP ACE130.....\$23.00



OPERATION TOTALIZE 1944: THE ALLIED DRIVE SOUTH FROM CAEN

In *Operation Totalize*, Lieutenant-General Guy Simonds' II Canadian Corps launched an attack from its positions south of Caen, striking south-southeast toward the high ground that dominated the town of Falaise. The initial break-in achieved rapid success, but fierce German resistance prevented the Allies from capitalizing on their promising start. Operation Totalize subsequently failed to secure a decisive operational-level victory, allowing substantial elements of the German army to extract themselves from encirclement in the Falaise pocket. Scheduled to ship in May 2016.

OSP CAM294.....\$24.00

GARBAGE DAY

A Disgusting Game of Dodging Responsibility by Shane Willis

THE GARBAGE CAN IS FULL... BUT YOU ARE NOT TAKING OUT THE TRASH!

PLACE YOUR GARBAGE RIGHT ON TOP OF THE CAN...

YOU MUST BE ABLE TO SEE THROUGH THE CARD HOLES!

...OR HIDE IT IN YOUR ROOM NO ONE HAS TO KNOW...

...OR MAKE SOME MISCHIEF AND TOSS IT INTO YOUR ROOMMATE'S ROOM!

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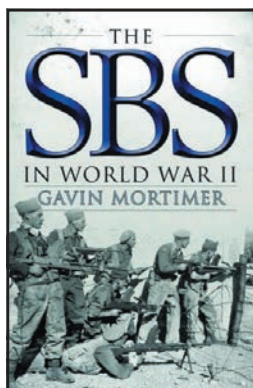
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33



RAVENS OF THRI SAHASHRI

Originally published in Japanese by Kuro, Osprey Games introduces *The Ravens of Thri Sahashri* to the English-language community. This eloquent, asymmetrical, two-player, cooperative card game tells the story of a young woman trapped in a coma, her devoted friend who can share her dreams, and the soul-destroying ravens that are trying to devour her memories! Scheduled to ship in May 2016.
OSP OSG344 \$22.00



SPECIAL BOAT SQUADRON IN WORLD WAR II

The Special Boat Squadron (SBS) was Britain's most exclusive Special Forces unit, similar to US Navy SEALs. Highly trained, highly secretive, and utterly ruthless, the SBS was established as an entity in its own right in early 1943, having previously operated under the auspices of the SAS during the war in North Africa. Though the movie *Guns of Navarone* was inspired by SBS exploits, most people know little about them. Scheduled to ship in May 2016.
OSP GM134 \$15.00



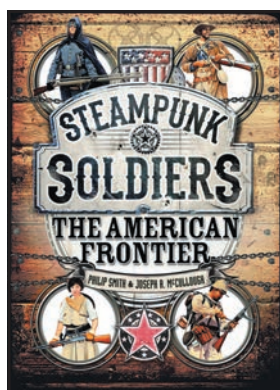
than 50 Spitfires flying in the world today, and John Dibbs has shot virtually all of them 'on the wing' in his breathtaking style. This eye-catching book combines a unique collection of stunning photos with poignant first-hand accounts of flying the aeroplane in combat, from some of the most famous Aces to ever pilot the Spitfire. Scheduled to ship in May 2016.
OSP GNA491 \$45.00



SR-71 BLACKBIRD

Lockheed's SR-71 Blackbird is one of the most iconic and famous jets ever built. Assembled in secret at Lockheed's Skunk Works, the Blackbird's vital statistics remain phenomenal, decades later. It holds the airspeed record for a manned jet aircraft, operated at an altitude other aircraft could barely touch, and was a marvel of technical engineering. Drawing on declassified material, leading SR-71 expert Paul Crickmore reveals the history of this fascinating aircraft, accompanied by a range of fantastic illustrations, photographs, and facts about the world's most secret spy plane. Scheduled to ship in May 2016.

OSP GNA152 \$12.00

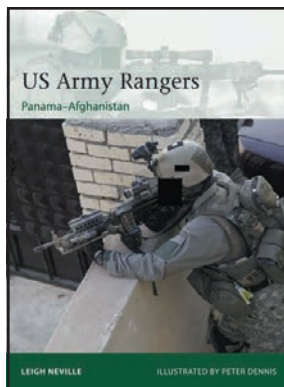


STEAMPUNK SOLDIERS: THE AMERICAN FRONTIER

Even as the discovery and exploitation of hephthium helped bring the Civil War to its close in 1869, the arms race it engendered resulted in a cold war just as bitter and violent as open hostilities had been. With neither side willing to rely solely upon the talents of their scientific establishments, saboteurs, double agents, and assassins found ample employment. Against this backdrop of suspicion and fear, thousands of Americans - Northerners and Southerners alike - headed west. Some to escape the legacies of the war, some to find their own land, some for the lure of that great undiscovered strike of hephthium that would make them rich, and some simply to escape the law. This newly unearthed collection of the works of Miles Vandercroft fills a considerable gap in our knowledge of the travels of that remarkable individual, and also provides a fascinating guide to the costume and equipment of the forces active in the great drive westward. Scheduled to ship in May 2016.
OSP OBK101 \$20.00

SPITFIRE: THE LEGEND LIVES ON

The Spitfire turns 80 on March 5, 2016, and the passion for the RAF's best-loved fighter is running at an all-time high. There are more than 50 Spitfires flying in the world today, and John Dibbs has shot virtually all of them 'on the wing' in his breathtaking style. This eye-catching book combines a unique collection of stunning photos with poignant first-hand accounts of flying the aeroplane in combat, from some of the most famous Aces to ever pilot the Spitfire. Scheduled to ship in May 2016.
OSP GNA491 \$45.00



US ARMY RANGERS: PANAMA-AFGHANISTAN

Written by an expert on modern Special Forces units and the operations they undertake, this book explains the evolution of the Rangers' missions in Panama, the first Gulf War, Somalia, and the post 9/11 invasions of Iraq and Afghanistan. It reveals the training and organizational changes that the unit has undergone and investigates in particular how their doctrine and tactics have changed during the 14-year war in Afghanistan. Scheduled to ship in May 2016.

OSP ELI212 \$19.00

PAIZO PUBLISHING



PATHFINDER ADVENTURE CARD GAME: WITCH CLASS DECK

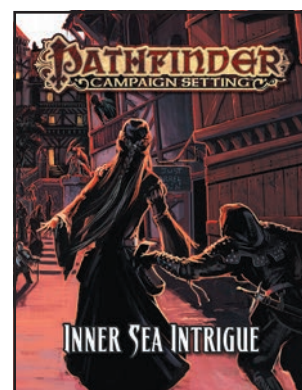
Curse Them All! Witches unleash potent hexes to strike fear in the hearts of their foes. The 109-card *Witch Class Deck* for the *Pathfinder Adventure Card Game* contains three new characters - including a new version of the iconic witch Feiya - and both new and familiar weapons, spells, items, and other boons that will serve your witch through an entire Adventure Path. Scheduled to ship in May 2016.

PZO 6815 \$19.99



PATHFINDER ADVENTURE PATH: HELL'S VENGEANCE PART 4 - FOR QUEEN AND EMPIRE

Her Infernal Majestrix Queen Abrogail II of Cheliox summons her agents to the city of Egorian to address the current crisis with the Glorious Reclamation. Arriving in the imperial capital, the adventurers find themselves swept up in the cutthroat politics of the imperial court. To impress the queen and secure a royal audience, the wicked characters must scour Egorian to root out (and eradicate) a secret organization that works to free halfling slaves. But to truly earn Queen Abrogail's trust, the adventurers must perform a sacrifice for the queen to renew Thrune's contract with Hell! Continuing the *Hell's Vengeance Adventure Path, For Queen & Empire* is a *Pathfinder Roleplaying Game* adventure for 10th-level characters. Scheduled to ship in May 2016.
PZO 90106 \$24.99



PATHFINDER CAMPAIGN SETTING: INNER SEA INTRIGUE

From the thieves' guilds of Absalom and the rebel networks of Galt, to the poisoners of Daggermark and the secret courts of Taldor, cloak-and-dagger plots manipulate fates across the Inner Sea region. Learn the secrets hidden beneath the surface of the *Pathfinder* world with *Inner Sea Intrigue*, featuring new insights on social combat, misleading magic, and secret academies. Plus, a host of new, campaign-driven archetypes, equipment, and magic items present a spectrum of new options for deceptive heroes, while the new vigilante class unlocks powers of stealth and subtlety for heroes and villains alike. Scheduled to ship in May 2016.

PZO 9292 \$22.99



PATHFINDER PAWNS: BESTIARY 5 BOX

The monstrous menagerie of *Pathfinder Roleplaying Game Bestiary 5* comes to life on your tabletop with this box-busting collection of more than 300 creature pawns for use with the *Pathfinder Roleplaying Game* or any tabletop fantasy RPG. Scheduled to ship in May 2016.

PZO 1019 \$44.99



PATHFINDER FLIP-MAT: HAMLET

Whether visiting a small settlement filled with secrets or defending a squalid place on the frontier, the scene is set with *Pathfinder Flip-Mat: Hamlet*. With distinctive hamlets on each side, this durable, portable, affordable map measures 24" x 30", and features a coated surface designed to handle any dry erase, wet erase, or even permanent marker. Scheduled to ship in May 2016.

PZO 30073 \$14.99

PATHFINDER PLAYER COMPANION: MAGIC TACTICS TOOLBOX

Magic can do anything - but it's more effective if you know what you're doing. Learn to use your magical powers to their best effect with *Pathfinder Player Companion: Magic Tactics Toolbox*! Discover effective spell strategies to augment allies, control the battlefield, or just blast foes! In addition to class options and abilities, the *Magic Tactics Toolbox* introduces dozens of new magic options including blood hexes, discoveries, new magic item mastery feats, and spells designed to work with specific eldritch strategies. Scheduled to ship in May 2016.

PZO 9468 \$14.99



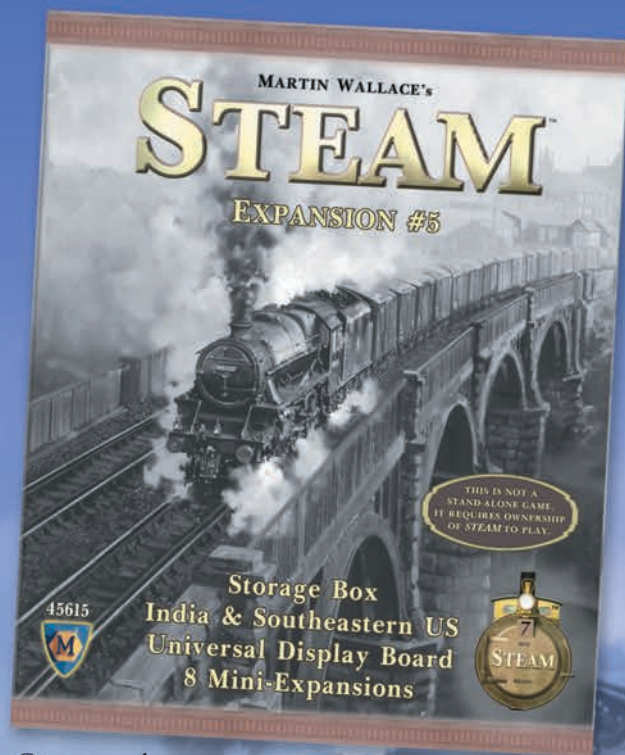
PINNACLE ENTERTAINMENT GROUP



SAVAGE WORLDS RPG: NECESSARY EVIL - BREAKOUT

The villainous resistance of New York City was one of the last to hold out against the alien invasion. The evil v'sori responded by placing the island of Manhattan beneath an unbreakable energy field. Trapped within, the city's toughest and most cunning super villains must battle it out for food, weapons, resource, and dominance! Only the strong will survive, and only the most calculating will eventually - break out! *Breakout* is a prequel to the *Savage Worlds* setting, *Necessary Evil*. Scheduled to ship in April 2016.

S2P 10019 \$19.99



Steam's

latest expansion delivers a way to store your precious cargo in one place. The box comes with 2 maps in its hold - India and South Eastern US. In addition, it comes packed with a variety of mini-expansions that can be played with your other Steam maps.

New Action Tiles can be added to your games to change the dynamic of previous maps - The Surveyor, The Midnight Express, The Local Payoff, and Corporate Charity. The Gray Market Goods expansion adds a level of mystery to your goods supply and creates dual goods.



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**SAVAGE WORLDS RPG:
THE LAST PARSEC - CORE BOOK**

Faster-than-light travel has finally allowed humanity to spread beyond its lonely corner of the Milky Way. In the depths of space these explorers discovered millions of star systems, strange planets, and exotic alien races. Centuries later, they form the Known Worlds, a vital region of trade and technology where empires grow and business thrives. It is an unparalleled age. Cutting-edge science has opened limitless frontiers of space and consciousness, and has even begun to hint at the mysteries of the universe itself. But to find them, one must travel beyond the familiar, to the last parsecs of reality. This core rulebook contains background and setting rules to create action-packed, sci-fi adventures in *The Last Parsec*. Learn about the Known Worlds, their sapient races, JumpCorp operational details, and a dazzling assortment of galactic personalities plus new gear, vehicles, and even an adventure generator you can use to inspire your own journeys into deep space! Scheduled to ship in April 2016.

S2P 10900\$19.99

POKÉMON USA**POKÉMON TCG: CHARIZARD EX
RED & BLUE COLLECTION**

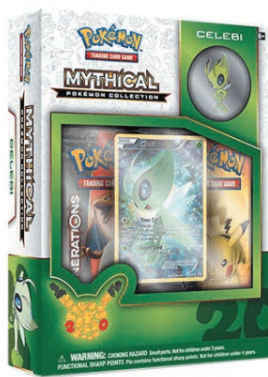
The Charizard EX Red & Blue Collection for the Pokémon Trading Card Game features a new Charizard-EX promo, four Pokémon TCG: Generations Booster Packs, a Charizard figure, a card holder for your favorite Pokémon cards, and a Code Card for the Pokémon Trading Card Game Online. Scheduled to ship in March 2016.

PUI 80109PI

**POKÉMON TCG:
TRIPLE POWER TIN**

Featuring one of three Pokémon EX (Mewtwo-EX, Machop-EX, or Shiny Gyrados-EX), each Triple Power Tin comes complete with a foil promo card of the showcased Pokémon, four Pokémon TCG booster packs, and a Code Card for the Pokémon Trading Card Game Online.

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Rare and mysterious, Mythical Pokémon arrive when they choose - and disappear just as quickly! Step forward into a new level of playing with the Pokémon TCG: Mythical Pokémon Collection - Celebi, packed with a never-before-seen Foil Promo card featuring Celebi, a Celebi Collector's Pin, two Special Pokémon TCG: Generations Booster Packs to expand your collection, and a Code Card for the Pokémon Trading Card Game Online.

PUI 80087PI

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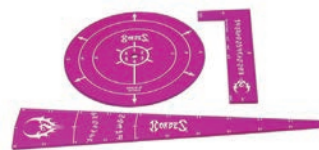
Scheduled to ship in April 2016.

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IRON KINGDOMS FULL METAL FANTASY: IMMORTALITY: AN IRON KINGDOMS ADVENTURE

Death Is Not an Option! Immortality requires sacrifice, and a fallen Greylord will pay any price, take any life, to live forever. With a following of fanatical cultists, the mad arcanist Vladislav Abrosim is on the verge of achieving ultimate power...unless you can stop him! An *Iron Kingdoms Adventure*, players in *Immortality* must race against time to stop the renegade Abrosim's bloody path to eternal life! Scheduled to ship in April 2016.

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WARMACHINE

Scheduled to ship in April 2016.

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EPIC WARCASTER**

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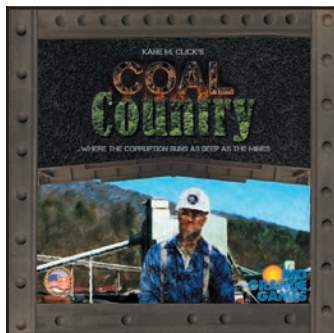
RENEGADE GAMES STUDIOS

**WORLD'S FAIR 1893**

The World's Fair of 1893 in Chicago was a spectacular international exhibition that showcased many great achievements in science, technology, culture, and entertainment. Acting as organizers of the fair, players work diligently to increase their influence and obtain the grand exhibits that will be put on display. Step back in time and experience the wonder and beauty of this grand international exposition in *World's Fair 1893*! Scheduled to ship in May 2016.

RGS 00529\$40.00

RIO GRANDE GAMES

**COAL COUNTRY**

Corruption runs deep in *Coal Country*! As boss of your own mining company, it's your job to sit at your desk, send foremen onto sites, and influence various aspects of the mining industry. By successfully manipulating the price of coal, permits, utilities, and construction, your company can expand and boost the profitability of its operations. However, your lofty goals are made all the more difficult by the ever-shifting nature of the markets. And, if your mine is not productive and safe, a share of your company's profits will be lost after the end-of-year visit from the mine inspector. Scheduled to ship in February 2016.

RGG 529PI

**TIFFIN**

Every day in Mumbai, the bustling financial capital of India, hot lunches are hand-delivered to employees in workplaces across the city. These home-cooked meals, packed in tins called "tiffins" or dabbas, are picked up and whisked off by bicycle to the train station to be sorted, loaded onto a train car, unloaded, routed, and delivered (again, by bicycle) to recipients at work. Tiffins are carried by multiple dabbawallas, each of whom earns a share of the delivery fee. Scheduled to ship in February 2016.

RGG 528PI

ROGUE GAMES

COLONIAL GOTHIC: LOST TALES

Many tales are told of Colonial America. Some are whispered in low voices, for fear of bringing doom to the teller. Some are published in rare books, cherished by those lucky enough to possess a copy. Some are forgotten, thought to be lost to the ravages of time: but they have been found. Here you will find lost tales of the world of *Colonial Gothic*, written by award-winning author Jennifer Brozek (*Call of Cthulhu*, *Never Let Me Go*, *Keystones*). These short stories are a collection of growing doom, mysteries rediscovered, and the darkness that lurks in the shadows. Scheduled to ship in April 2016.

S2P RGG2001\$9.99



SFR

**DAEMON DICE: FIRE**

Containing a random assortment of 13 18mm, 6-sided dice of one breed of daemon, each *Daemon Dice* Booster Pack provides a new breed of fiendish gladiators to send into the Infernal Arena. IMP SFR3004.....\$12.95

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**ETERNITY REALMS**

Powered by the d100 System, *Eternity Realms* is a roleplaying game based on a realm that connects to every world imaginable. It sits at a magical epicenter where all manner of people and monsters converge. Here, there are great realms of wonder - and realms of dread. Majestic forests, snowy mountains, undead deserts, and demon-haunted lands all make up the *Eternity Realms*. Scheduled to ship in April 2016.

S2P SFG0059\$34.99

SPARTAN GAMES

DYSTOPIAN WARS

Scheduled to ship in January 2016.

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LIBERTE MOBILE FORTIFICATION**

SGS DWRF50\$87.50

**RUSSIAN COALITION
SVAROG BATTLE ROBOT**

SGS DWRC50\$78.75

HALO: FLEET BATTLES

Scheduled to ship in January 2016.

**COVENANT COMMANDERS &
HEROES BUST COLLECTION 1**

Inspired by the *Halo* Universe and approved by 343 Industries, these character and commander busts add gravitas to any tabletop battle. The *Covenant Commanders & Heroes Bust Collection 1* features Supreme Commander Rho 'Barutamee, Imperial Admiral Xytan 'Jar Wattinree, and the Minister of Etiology. Each bust is crafted from high quality resin and come unassembled and unpainted. Two detailed Dice Plinths are also provided.

SGS HFCV06\$63.00

**UNSC COMMANDERS & HEROES
BUST COLLECTION 1**

Inspired by the *Halo* Universe and approved by 343 Industries, these character and commander busts add gravitas to any tabletop battle. The *UNSC Commanders & Heroes Bust Collection 1* features Fleet Admiral Lord Hood, Vice Admiral Michael Stanforth, and Artificial Intelligence Cortana. Each bust is crafted from high quality resin and come unassembled and unpainted. Two detailed Dice Plinths are also provided. Scheduled to ship in January 2016.

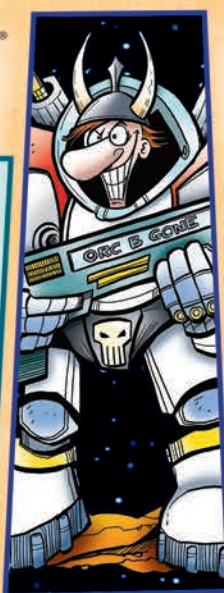
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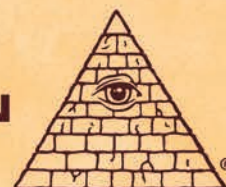


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munchkin.sjgames.com/guestartist

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**BILL AND TED'S EXCELLENT BOARDGAME**

Strange things are afoot in *Bill & Ted's Excellent Boardgame*! Collect personages of historical significance in order to pass your oral history report. But, beware! Every time you bag someone, the phone booth breaks most-heinously, and your adventure through time will take a most serious turn! Be excellent to each other... and Party On, Dudes! Scheduled to ship in May 2016.

SJG 1383.....\$19.95

**MUNCHKIN FU: GUEST ARTIST EDITION (JOHN KOVALIC)**

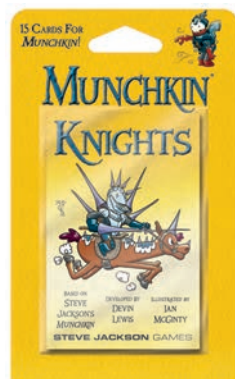
Everybody's Kung Fu fighting in classic *Munchkin* style! Join John Kovalic for his distinct take on the Dragon Tooth Katana and polish up your Drunken Monkey Kung Fu - those mooks and demons aren't going to kill themselves! Learn new styles, kill those monsters, take their stuff, and level up Kung Fu style with *Munchkin Fu*, featuring high-flying, martial arts action at its goofiest! Scheduled to ship in May 2016.

SJG 1517.....\$29.95

**MUNCHKIN PLAYMAT: SPYKE GETS SUCKERED**

Don't be suckered by other non-*Munchkin* mats! This gorgeous playmat acts as a handy reference for the game (including a bonus Cheat! space) and features fantastic art by Ian McGinty. Scheduled to ship in April 2016.

SJG 5596.....\$16.95

**MUNCHKIN: KNIGHTS BLISTER PACK**

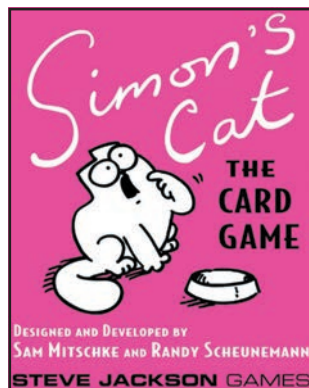
Get ready for Knights to remember! Enhance your *Munchkin* merriment with a cavalier attitude with this booster pack of 15 new knight-themed cards. Perfect for backstabbing fun at round tables everywhere, this expansion features amazing art by Ian McGinty and new a-sword-ed monsters and Treasures for your *Munchkin* game. Scheduled to ship in May 2016.

SJG 4253.....\$5.95

**MUNCHKIN MEEPLES**

Ever play some other board game and think "This isn't *Munchkin* enough"? Now you can have your *Munchkin* fandom invade other games with *Munchkin Meeples*! These classic-style wooden game pieces come in six different designs that feature all your favorite *Munchkin* characters. Each version comes with four regular-sized meeple and one MEGA Meeple, and feature in-game bonuses when used in *Munchkin*! Scheduled to ship in May 2016.

SJG 5595.....\$19.95

**SIMON'S CAT: THE CARD GAME**

Featuring adorable art taken directly from animator and illustrator Simon Tofield's insanely viral YouTube animated series, *Simon's Cat*, players in this fast-paced card game go around the table playing cards to escape Simon's attention. Get caught and you get Blame! Get too much Blame and you get fed last, and no one wants that! Scheduled to ship in May 2016.

SJG 1539.....PI

STRONGHOLD GAMES

**PIRATOONS**

Build the biggest, baddest, best pirate ship on the high seas and recruit your crew to plunder booty in *Piratoons*! In *Piratoons*, players need to recruit a pirate crew, then cold-bloodedly and quickly assemble their ship to set sail for fortune & infamy. Observation, speed, anticipation, opportunism, and bluff are the keys to winning the greatest (and most notorious) pirate epic of all time! Scheduled to ship in May 2016.

PSI SG-6004.....\$49.95

TRIPLE ACE GAMES

**CADAVER CARD GAME**

The Dead Never Rest in *Cadaver*! Collect arcane resources and accomplices, coffin locks and keys to unleash terrifying ghouls upon your opponent as you compete to resurrect as many corpses as possible in your quest to become a master Necromancer! Scheduled to ship in April 2016.

S2P TAGCAC01.....\$14.99

**LEAGUES OF GOTHIC HORROR: GUIDE TO BLACK MAGIC (UBIQUITY)**

Scheduled to ship in April 2016.

S2P TAG20207.....\$13.99

ULISSES-SPIELE

**THE DARK EYE RPG: CORE RULES HARDCOVER**

In continuous publication for more than 30 years, Germany's premiere fantasy roleplaying game, *The Dark Eye*, is now available in English in this exciting, new edition! Experience the breadth of Aventuria and traverse a land steeped in medieval lore as a virtuous knight, elven ranger, or erudite mage. Rebuild the war-weary Middenrealm, marvel at exotic wonders in the Lands of the Tulamydes, discover lost ruins in the steaming jungles of the South, or try to drive back the evil of the Shadowlands. Rescue innocent victims from cults of the Nameless One, navigate labyrinthine plots and intrigues at the Court of the Empress, or stand shoulder-to-shoulder with the brave defenders of the border cities to repel the ever-growing Orc Storm. Scheduled to ship in May 2016.

PZO US25001.....\$49.99

**THE DARK EYE RPG: REVELATIONS FROM HEAVEN**

Looking forward to a well-deserved rest, the heroes travel to the Principality of Kosh, known for its unspoiled and breathtakingly beautiful landscapes and the hospitality of its people. But, things don't always go as planned, and the heroes soon discover that something is rotten in the idyllic village of Oldenbridge! *Revelations from Heaven* is an adventure for *The Dark Eye* especially well-suited for beginning heroes and GMs. Scheduled to ship in May 2016.

PZO US25301E.....\$14.99

TWILIGHT CREATIONS™ PRESENTS
ZOMBIES!!! JR.
 Game Design by Todd and Kerry Breitenstein



PLAYTIME IS OVER!

BRING ON THE BITERS...WE GOT THIS!

Your parents, siblings and neighbors have all been trying to bite you. It is really getting in the way of your playtime. You got a baseball bat and a narf gun - it's time to make them leave you alone. They need a time out!

Zombies!!! Jr. is Zombies!!!-style fun for the whole family. Game contains 20 tiles, 30 cards, 50 zombies, plastic heart tokens, "POW" tokens, player pawns and dice.

PRODUCT CODE TLC 2130
www.twilightcreationsinc.com

SRP \$24.99

AUGUST 2015
kerry@twilightcreationsinc.com

GAME BOX 360



Target player may not move this turn.

PLAYGROUND BULLY



Take a card from another player.

NARF GUN



+1 to Knockout roll.



ULTRA-PRO



DELUXE GAMING CASE

Scheduled to ship in January 2016.
UPR 84803.....PI



GALAXY SERIES 24" X 24" PLAY MAT

Scheduled to ship in January 2016.
UPR 84860.....PI



M2: DARK SILVER & LIGHT SILVER DECK BOX

Scheduled to ship in March 2016.
UPR 84723.....PI



MAGE WARS DECK TIGER STRIPES PROTECTOR SLEEVES

Scheduled to ship in March 2016.
UPR 84678.....PI



DELUXE BLACK DRAGON GAMING CASE

Scheduled to ship in January 2016.
UPR 84855.....PI



GRAVITY DICE D6

Scheduled to ship in April 2016.
BLACK UPR 84807.....PI
GOLD UPR 84808.....PI



M2: LIGHT BLUE & WHITE DECK BOX

Scheduled to ship in March 2016.
UPR 84724.....PI



MINI AMERICAN PAGE 16 POCKET (3 HOLE)

Scheduled to ship in January 2016.
UPR 84781.....PI



FORCE OF WILL STAMPED TOP LOADER

Scheduled to ship in March 2016.
UPR 84777.....PI



THE LEGEND OF ZELDA A LINK BETWEEN WORLDS PLAY MAT

Scheduled to ship in January 2016.
UPR 84861.....PI



M2: RED & WHITE DECK BOX

Scheduled to ship in March 2016.
UPR 84725.....PI



PRINTED DECK PROTECTOR GOLD TRIBAL BORDER SLEEVE COVERS

Scheduled to ship in February 2016.
UPR 84804.....PI

FORCE OF WILL VALENTINE'S DAY LIMITED EDITION PLAY MAT

Scheduled to ship in January 2016.
UPR 84837.....PI



M2: ALL BLACK DECK BOX

Scheduled to ship in March 2016.
UPR 84862.....PI



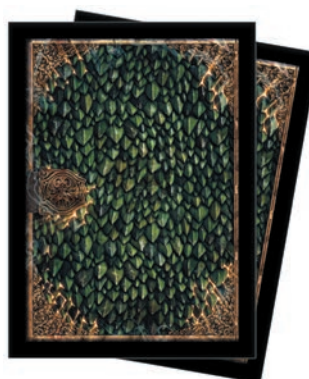
GALAXY SERIES 2" GALAXY ALBUM

Scheduled to ship in January 2016.
UPR 84857.....PI



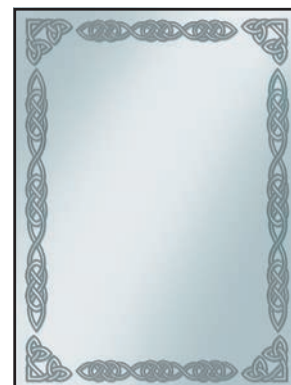
M2: BLACK & ORANGE DECK BOX

Scheduled to ship in March 2016.
UPR 84726.....PI



MAGE WARS DECK DRAGON SCALES PROTECTOR SLEEVES

Scheduled to ship in March 2016.
UPR 84677.....PI



PRINTED DECK PROTECTOR SILVER CELTIC BORDER SLEEVE COVERS

Scheduled to ship in February 2016.
UPR 84805.....PI

Ultra•PRO®
ENTERTAINMENT



www.jollyrogergames.com

Cthulhu's VAULT

To sleeve up this game, look for the following symbols:

3

Packs of

TAROT
Sized
Gaming
Sleeves

2

Packs of

STANDARD
Gaming
Sleeves

A creative story-telling game
set in the world of H. P. Lovecraft

Dive into the horror mythos universe of H. P. Lovecraft in this new, exciting 3 to 6 player story-telling game. In Cthulhu's Vault, players take turn on stage to tell a dark tale of the rise of the Ancient One by playing over-sized story cards filled with detailed artwork to inspire rich lore and an immersive experience. As a tale unfolds, a player takes control of an awakened Ancient God with a single purpose: to crush any Investigator who dares to face the Great Old Ones.

New Retail Edition

- Retail friendly packaging for better shelf presentation
- Square tokens for easier arrangement during gameplay
- Oversized cards resized to Tarot card size; fits Ultra•PRO® Tarot Size Board Game Sleeves (teal label)
- Small cards resized to Standard card size; fits all Ultra•PRO® Standard Size Deck Protectors
- Updated rule book revisions for improved gameplay and more immersive storytelling phase

MSRP: US \$40.00



Also available:



11600



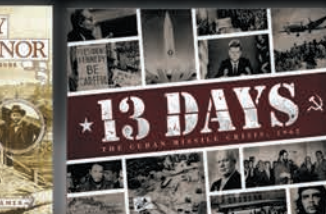
11787



11917



10201



10202



11962



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**SATIN TOWER FIRE DECK BOX**

Scheduled to ship in April 2016.

UPR 84844..... PI

**SATIN TOWER RADIANT NIGHT SKY DECK BOX**

Scheduled to ship in April 2016.

UPR 84845..... PI

**TREASURE NEST: SKULL GIRL**

Scheduled to ship in February 2016.

UPR 84763..... PI

**TRAVELER'S BAT TUBE**

Scheduled to ship in February 2016.

UPR 84610..... PI

**SATIN TOWER ICE DECK BOX**

Scheduled to ship in April 2016.

UPR 84843..... PI

**TREASURE NEST: BLACK DRAGON**

Scheduled to ship in February 2016.

UPR 84764..... PI

**SATIN TOWER METALLIC SILVER DECK BOX**

Scheduled to ship in April 2016.

UPR 84850..... PI

**TREASURE NEST: CRIT PLUS 10**

Scheduled to ship in February 2016.

UPR 84761..... PI

**SATIN TOWER RADIANT DESERT MIRAGE DECK BOX**

Scheduled to ship in April 2016.

UPR 84846..... PI

**TREASURE NEST: EMOJI**

Scheduled to ship in February 2016.

UPR 84762..... PI

USAOPOLY

ALIEN VS. PREDATOR CLUE

Scheduled to ship in March 2016.

USO CL006433..... PI

ALIEN VS. PREDATOR YAHTZEE

Scheduled to ship in March 2016.

USO YZ006433..... PI

**CTHULHU YAHTZEE**

Shake, Score, and Scream! H. P. Lovecraft's dark mythos comes to life as you roll classic combinations like full house, straight, or the high scoring YAHTZEE! with custom Cthulhu dice. Play now and play often...before the Great Old One reclaims dominion over the Earth! Scheduled to ship in January 2016.

USO YZ056414..... PI

FALLOUT MONOPOLY

Greetings, Vault Dwellers! Play *Monopoly: Fallout Collector's Edition* and rebuild civilization as you buy, sell, and trade your way through the *Fallout* Wasteland. Featuring iconic property locations from all four *Fallout* games, players can fortify their properties with Vault-Tec approved Shacks (Houses) and Vaults (Hotels). Feel S.P.E.C.I.A.L. with collectible Wasteland-inspired, distressed finish tokens and plan for the future with custom *Fallout* money imprinted with the Nuka-Cola bottle caps. Scheduled to ship in March 2016.

USO MN110422..... PI

**HALO MONOPOLY**

Join Master Chief on a campaign to gain control of critical locations and legendary assets from the *Halo* Universe in this special collector's edition of *Halo Monopoly*. Use your wits to take command of Arcadia, the Covenant capital of High Charity, or even Earth itself! Scheduled to ship in March 2016.

USO MN006289..... PI



THE NIGHTMARE BEFORE CHRISTMAS OPERATION

It's Oogie Boogie with a host of ghoulish ailments! Put on your scrubs and enter Dr. Finkelstein's lab as you operate on the Boogie Man in this classic game of *The Nightmare Before Christmas Operation*. Get rid of Oogie's "crawling flesh", "spider veins", "snake eyes", and more. Watch out for Oogie's revenge - because if your surgery fails, Oogie will let you know! Scheduled to ship in February 2016.

USO OP004261PI



SUPERNATURAL MONOPOLY

The *Supernatural* Edition of Monopoly allows fans to buy, sell, and trade famous monsters from the *Supernatural* TV series. Scheduled to ship in January 2016.

USO MN010361PI

U.S. GAMES SYSTEMS



WIZARD CARD GAME LARGE INDEX

More fun than Hearts and Rummy, it's the award-winning Wizard, "the Ultimate Game of Trump", now with a new, large index design.

UGS WZLG4PI

WHITE WIZARD GAMES

STAR REALMS DECK BUILDING GAME: COLONY WARS DISPLAY (6)

The newly-discovered outer worlds, with their rich, untapped resources, are tempting targets for those seeking to expand their power. Now, the scramble for control of these unclaimed territories begins. Will you outwit your opponents and claim victory in the Colony Wars, or fail and see your Star Realm lost? Designed as a stand-alone game or combined with the original *Star Realms Deck Building Game* to support an additional one to two players, *Colony Wars* is a complete two-player game with rules and 128-cards, including an all-new 80-card Trade deck. Scheduled to ship in February 2016. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

WWG 011PI



STAR REALMS DECK BUILDING GAME: COSMIC GAMBIT SET DISPLAY (24)

In the cold, unforgiving battlefield of space, a cunning gambit can prove to be the most powerful weapon in your arsenal. This 15-card expansion pack for the *Star Realms Deckbuilding Game* comes complete with 13 Gambit cards, a Secret Outpost Base Card, and a rules card. Offered in 24-count displays. Scheduled to ship in February 2016. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

WWG 010PI

WIZKIDS/NECA

FEATURED ITEM



ICONS OF THE REALMS

DUNGEONS & DRAGONS FANTASY MINIATURES: ICONS OF THE REALMS SET 5 STANDARD BOOSTER 8 COUNT BRICK

Bring the world of the *Forgotten Realms* to your tabletop with this assortment of 55 heroes, villains, and monsters for the *D&D Miniatures: Icons of the Realms* line. Scheduled to ship in July 2016.

WZK 72461 \$127.92

FEATURED ITEM



MARVEL HEROCLIX: SPIDER-MAN AND HIS GREATEST FOES FAST FORCES

Designed for quick play and easy team-building for both tournaments and casual games, the *Marvel HeroClix: Spider-Man and His Greatest Foes Fast Forces Pack* includes six *HeroClix* figures with all-new dial designs, a rules sheet, and a Web ClixFX base. Scheduled to ship in July 2016.

WZK 72417 \$16.99

FEATURED ITEM



THE SUPERIOR FOES OF SPIDER-MAN

HEROCLIX®

MARVEL HEROCLIX: SPIDER-MAN DICE AND TOKEN PACK

The *Marvel HeroClix: Superior Foes of Spider-Man Dice and Token Pack* comes complete with two custom dice and six action tokens featuring the Wall Crawler himself! Scheduled to ship in July 2016.

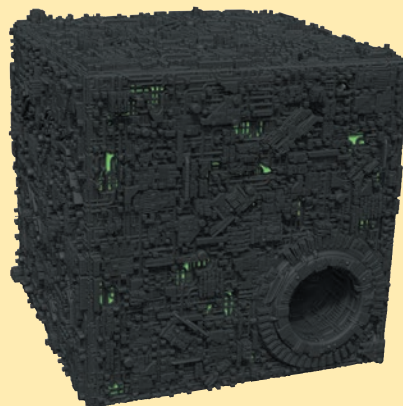
WZK 72418 \$9.99

MARVEL HEROCLIX: SUPERIOR FOES OF SPIDER-MAN BOOSTER BRICK

The friends and foes of your friendly neighborhood Spider-Man come swinging into the *Marvel HeroClix: Superior Foes of Spider-Man* set, showcasing a selection of both classic and contemporary Spider-Villains, as well as the return of the Serpent Society! Featuring 70 figures to collect, *Marvel HeroClix: Superior Foes of Spider-Man Booster Bricks* consist of ten 5-figure boosters. Scheduled to ship in July 2016.

WZK 72415 \$129.90

FEATURED ITEM



STAR TREK ATTACK WING: BORG CUBE WITH SPHERE PORT PREMIUM FIGURE

The Borg come to *Star Trek: Attack Wing* in a BIG way! The *Borg Cube with Sphere Port Premium Figure* will menace all opposing ships on the tabletop as the Borg attempt to assimilate everything in its path! This *Oversized Borg Cube Expansion Pack* contains ship cards and tokens for

Cube 384 and the accompanying Sphere 936, and includes cards and rules for a never-before-seen cooperative scenario where up to 15 players can battle against Cube 384, whose actions and attacks are completely automated and random! Scheduled to ship in June 2016.

WZK 72006 \$99.99

FEATURED ITEM



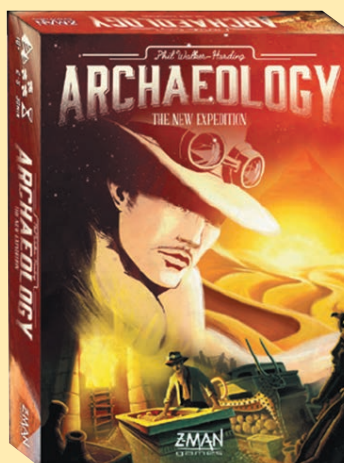
WIZKIDS CLIXFX BASE ACCESSORY KIT

The *ClixFX Accessory Pack* contains eleven sculpted bases for use in your *HeroClix* campaigns that act as visual indicators of ongoing game effects from standard or special powers, including Smoke, Ice/Wall, Web, and more! Scheduled to ship in April 2016.

WZK 72466 \$12.99

Z-MAN GAMES

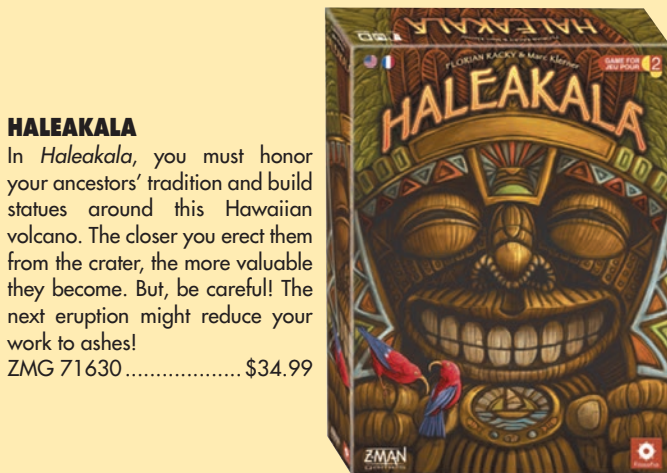
FEATURED ITEM



ARCHAEOLOGY THE NEW EXPEDITION

Have you ever wondered what secrets the Egyptian desert might hold? Featuring five additional monuments to explore, this revised edition of *Archaeology* introduces you to the life of an archaeologist digging excavation sites in search of the most precious artifacts. But, will you be able to sell them at the highest price? Not if a thief robs your goods and treasures before you even get to the marketplace! ZMG 41280..... \$19.99

FEATURED ITEM



HALEAKALA

In *Haleakala*, you must honor your ancestors' tradition and build statues around this Hawaiian volcano. The closer you erect them from the crater, the more valuable they become. But, be careful! The next eruption might reduce your work to ashes!

ZMG 71630 \$34.99

FEATURED ITEM



KNIT WIT

In *Knit Wit*, players craft word categories using loops and spools, then find fun answers that match as many categories as possible. The more categories you match, the more points you score! Who will be quick enough to grab the bonus buttons? Every point counts when victory only hangs by a thread!

ZMG 71650 \$34.99

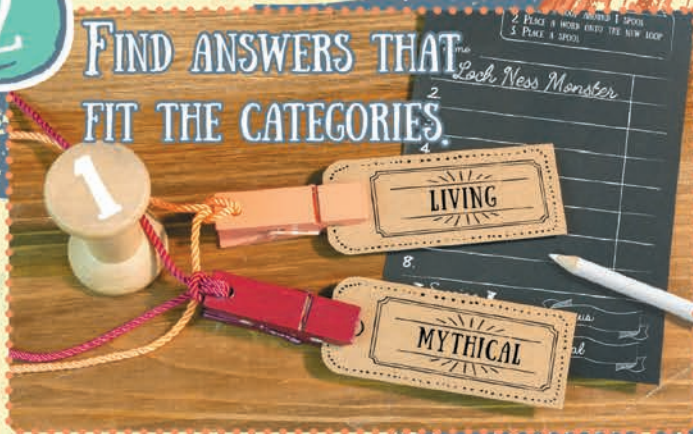
A GAME OF
LOOPS AND SPOOLS

KNITWIT

Matt Leacock

2

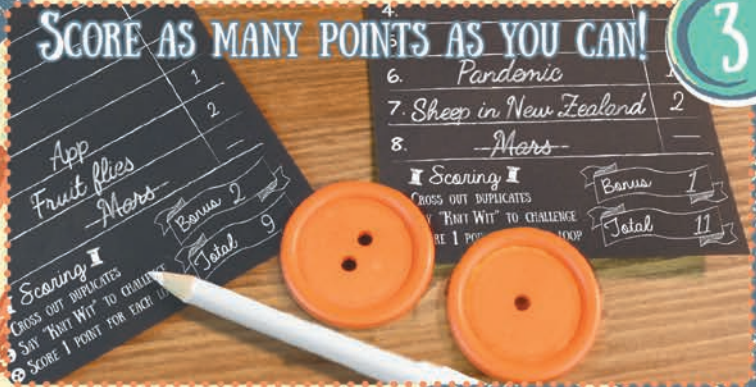
FIND ANSWERS THAT
FIT THE CATEGORIES.



1
CREATE CATEGORIES BY PLACING
LOOPS AND SPOOLS.



3
SCORE AS MANY POINTS AS YOU CAN!



MARCH 2016

ZMAN
games



www.zmangames.com

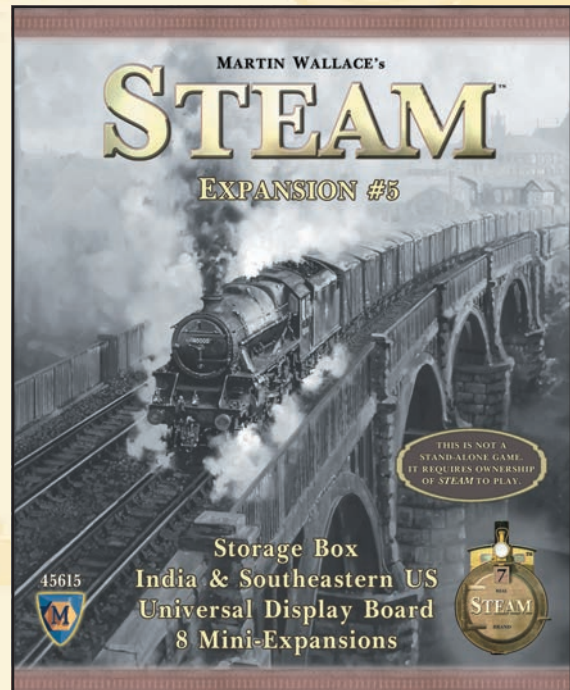
Steam Expansion #5: Haul Your Precious Cargo with Mayfair's Latest Release

STEAM: MAP EXPANSION #5

MFG 45615 \$45.00 | Available April 2016!

Mayfair Games continues to support one of our many amazing lines of transportation games with the release of *Steam Expansion #5: Boxcar*. This *Steam* expansion is like nothing we've done before, offering a plethora of new content as well as the perfect way to carry your old content.

First, the new content. Like all of Mayfair's *Steam* expansions, *Boxcar* comes with a two-sided map featuring new terrain and game experiences. On one side is a map of India for 3-5 players, while the other is a map of the Southeastern United States for 2-5 players.



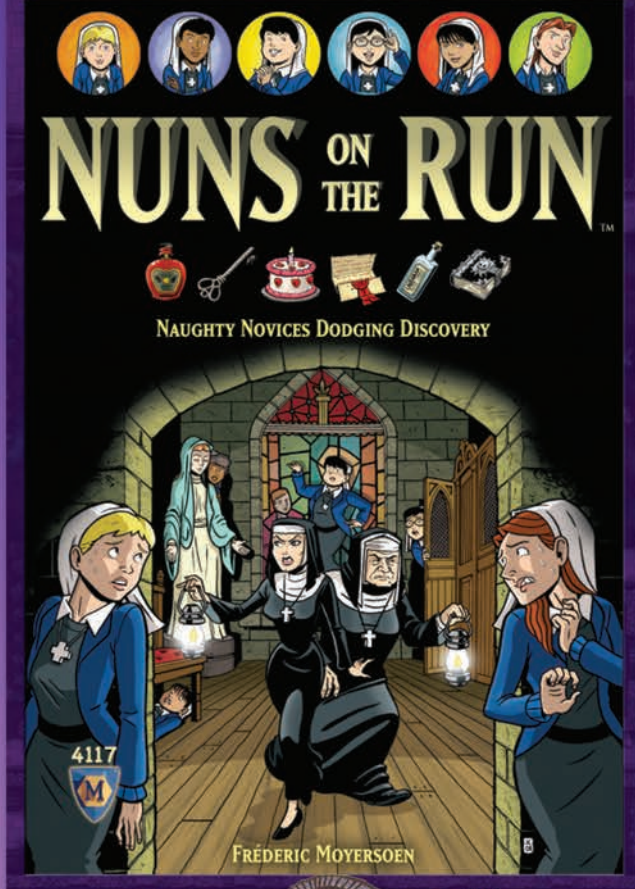
Boxcar also adds new Action Tiles that can be used with all your *Steam* maps to give them new life (the Surveyor, the Midnight Express, the Local Payoff, and Corporate Charity), as well as the *Gray Market Goods* expansion, which adds mysterious dual goods to the game and expands the range of deliveries you can make.

As if that weren't enough, we've also included tiles available only as limited edition promos for the game: Demanding Suppliers, City Growth Special Contractors, and Five Way Town. We've even included more track tiles in new, more complicated varieties for the most advanced players.

In addition, there's a Universal Display board that allows you to play expansion maps without the need to set them on top of the main *Steam* board, making the additional map boards included in all five expansions easier than ever to use.

One final feature is hinted at in the expansion's title: the *Boxcar*. *Steam Expansion #5* comes in a box designed to hold all five expansions, making it convenient store and transport them. So now you can take your entire *Steam* collection with you to your local game day in style and comfort.

About *Steam Expansion #5*: *Steam Expansion #5: Boxcar* was designed by Morgan Dontanville for 2-5 players ages 12 and up. Games take approximately 120-minutes. *Steam Expansion #5* will retail for \$45 and was manufactured in the United States by Mayfair Games.



*Are you wily enough, or
sneaky enough, to fulfill your
quest and win the night?*



Mayfair Games®

www.mayfairgames.com



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MASTERPIECE

MYSTERY!

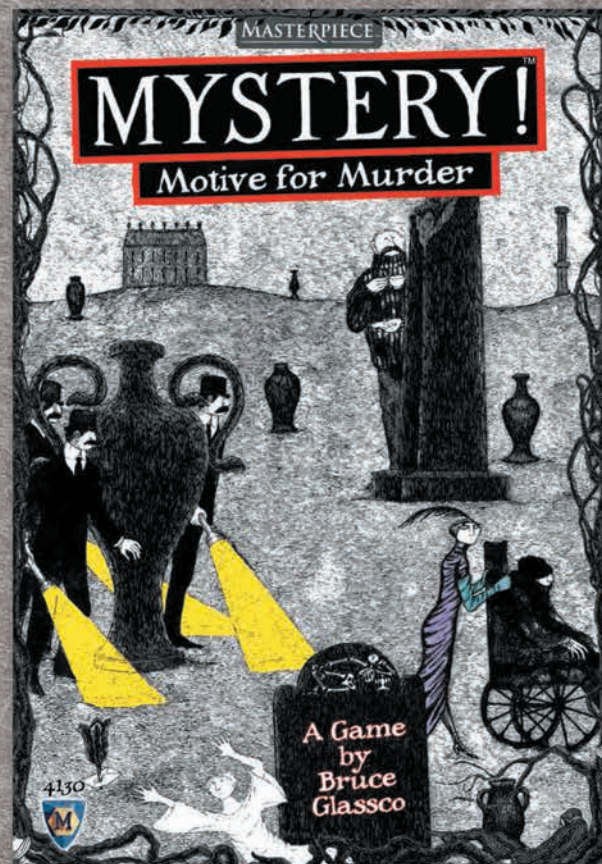
Motive for Murder!

WHO DONE IT?

When a body is discovered in the courtyard of a stately English mansion, the weapon and location are obvious: the only questions the investigators need to answer are who and why. Every guest may have a motive, and every one of them has secrets they're trying to hide!

Your reputation as a detective will be assured if you're the one who makes the final arrest. One by one, you interview and re-interview suspects to establish the strengths of their relationships with the victim. Which of the guests had the greatest motive to commit murder?

**THAT FINAL SCENE IN
EVERY FILM NOIR.
FEATURING
EDWARD GOREY ART.**



**MADE
IN USA**

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CORVUS BELL INFINITY

A GIFT FOR THE TOHAA: THE KERAIL PRECEPTORS

AN ARTICLE BY JUAN LOIS AND GUTIER LUSQUÍÑOS. EDITED BY JEREMY BRECKBILL.

There is no doubt, the Tohaa have received a very interesting, incredible, and versatile addition to their army list, a real gift for all those Tohaa players who want to play a different kind of unit. It's a completely new profile, available to players before the release of the next Infinity book, Human Sphere, and a promise of future goodies for Tohaa players!

This totally new Infinity unit box includes the Kerail Preceptor with the Light Shotgun weapon option, one Mutan SymbioBeast, armed with two Contenders, and one Surda SymbioBeast, carrying a Viral CCW and a Pulzar, a new Direct Template weapon!

So, with this unit box we have distinct tactical purposes: one can be more defensive and one can be the hunting unit, using their

speed to jump into close combat and eliminate any enemy. As we know about the Tohaa history, the genetic foundation of the SymbioBeasts fielded by Kerail Preceptors is the symbiotic life form known as Heraal. This entity is mounted on a Sirgee host, a powerhouse of muscle and sinew incapable of complex thought. Joined with a Heraal, the Sirgee's mind becomes vulnerable to pheromonal manipulation, and its cognitive faculties experience a rapid improvement. Once the combination is complete, the creatures cease to be mere animals and become a single SymbioBeast, a killing instrument delicately operated by its Kerail Preceptor. Tohaa bioengineers have created different Heraal breeds for distinct tactical purposes, and

the SymbioBeasts they produce have different designations and armaments. Mutan SymbioBeasts are fitted with both ballistic and nanotechnological weaponry for ranged combat. On the other hand, the bulky Surda are the product of a Heraal capable of enhancing its Sirgee's physical attributes beyond their natural limits, making them an ideal close combat assault unit. Either way, a well-trained SymbioBeast makes a valuable asset to the Tohaa Trident and a fearsome sight to its enemies.

So, don't hesitate and select the Kerail Preceptors and his SymbioBeast to be the brute force attack of your army or to be the defensive wall that will protect your operations area.

INFINITY RULEBOOK: 3RD EDITION

CVB 289503 \$81.53 | Available Now!



NOMADS



PANOCEANIA



CORVUS BELLI INFINITY

OPERATION: ICESTORM



NOMADS STARTER PACK, CONTAINING THE FOLLOWING FIGURES:

- 3 ALGUACILES FROM CORREGIDOR
- 1 MOBILE BRIGADA
- 1 GRENZER, GRENZ SECURITY TEAM
- 1 SPEKTR

PLUS:

- 1 REVEREND HEALER, OPERATION: ICESTORM EXCLUSIVE FIGURE

PANOCEANIA STARTER PACK CONTAINING THE FOLLOWING FIGURES:

- 3 FUSILIERS
- 1 ORC TROOP
- 1 NISSES FROM SVALARHEIMA
- 1 AKALIS SIKH COMMANDOS

PLUS:

- 1 MILITARY ORDER FATHER-KNIGHT, OPERATION ICESTORM EXCLUSIVE FIGURE

MOTO.TRONICA SCENERY PACK
READY TO PLAY CARDBOARDSCENERY
PACK CONTINING:

- 2 POWER HUB BUILDINGS
- 2 MAIN MANAGEMENT BUILDINGS
- 2 MOTO.TRONICA CONTAINERS
- 2 ACCESS TEL CONTAINERS
- 2 COMPASS T. CONTAINERS
- GAMING MAT

ORDER AND STATE MARKERS

- 1 CIRCULAR TEMPLATE
- 1 RULER
- 3 TWENTY-SIDED NOMADS DICE
- 3 TWENTY-SIDED PANOCEANIAN DICE

INFINITYTHEGAME.COM

HEROES WANTED APPLY WITHIN!

HEROES WANTED		
PSI AKG100	\$65.00	Available Now!
SCOUNDREL SOCIETY		
PSI AKG200	\$19.99	Spring 2016!
NINJA CAMP		
PSI AKG210	\$19.99	Spring 2016!

It all started with the ad in today's *Tribune*: with the retirement of Fastodon, the World's Fastest Mammoth, the Champions of Zeta City are recruiting. At last, this is your chance; your training, waterproofing your utility belt, practicing your one-liners — all of that will finally pay off. You call in sick to work, feed the cat, and turn on your police scanner, waiting nervously for the first call. You'll stop at nothing to join your heroes, and woe to any evildoer or wannabe crime fighters who stand in your way!



In *Heroes Wanted*, the first game from Indianapolis-based Action Phase Games, players combine cards from a deck of Hero A cards and a deck of Hero B cards to create one of over a thousand possible C-list superheroes, and then compete against one another to accumulate enough fame to earn a coveted spot in the Champions of Zeta City. Heroes fall into four types: Cosmic (powerful aliens and extra-dimensional beings), Mutants (people with genetically acquired gifts), Tech (gadgeteers who use brains over brawn), and Vigilantes (daring crime fighters constantly pressing their luck). Quirks, which represent a drawback that has kept a hero from the big leagues, help make heroes even more unique, as well as increase the game's punny, social fun factor. And the four scenario game boards and nine headline tiles add to the game's replayability, making sure that no two games will be the same.

During their turns, players use a hand of action cards to move around the board, activate their unique superpowers to attack the villain and his minions, and defend against damage. Completing headline objectives can unlock new powers, heal injuries, or launch other one-time effects, as well as earning a hero even more fame. Other paths to victory include completing scenario-specific goals, such as rescuing bystanders or picking up litter left behind by the villain, or by knocking out rival heroes. In the end, the hero who has accumulated the most fame wins the day and becomes the newest member of the Champions. But, if the villain either completes his fiendish plan or escapes, the game ends for all the hero hopefuls.

The Stuff of Legend, the first expansion for *Heroes Wanted*, adds two new hero types — the mystical Supernaturals and the awe-inspiring Mythics — as well as two new game boards, one of which forces heroes to defeat not one, but *two* villains in an epic, dimension-crossing slugfest. Also, *Heroes Wanted* can take on a cooperative aspect with the two *Champions and Masterminds* mini-expansions, which allow players to take on the roles of the Champions of Zeta City as they face-off against their greatest enemies. And the *Extra, Extra* and *Breaking News* card packs add even more Hero A and Hero B cards, as well as more Quirks and villains.



But Action Phase isn't just superheroes. Their line of "Small Box Big Fun" games features such titles as *Scoundrel Society*, where players assume the roles of elite thieves and use all the tricks and cons in their arsenal to steal loot from a chosen mark (and from one another) before Constable Cramphorn arrives to end the fun; *Ninja Camp*, which tests animal martial artists as they compete for the honor of becoming Sensei Saru's apprentice; and *Kodama*, where players act as forest caretakers and grow unique tree homes for the spirits that live there. All of the "Small Box Big Fun" games are extremely family friendly, and can set up and play in under an hour. But all of this is only the beginning for Action Phase Games, as they plan on launching another five games in 2016, along with another expansion to the highly popular *Heroes Wanted*. So look to the rooftops here in the New Year for more great games!



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How to paint Silas The Elf

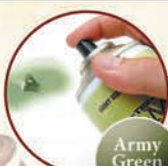
A step by step guide from The Army Painter

The Warpaints Black Plague Paint Set is designed to paint both Zombies and Heroes. We Suggest you combine it with other Warpaints for more options and variations. Not least the WP Survivor Skin - essential when it comes to painting heroes.



Step 0: Plastic

Wash the miniature in hot soapy water prior to spraying with Colour Primer



Step 1: Spray

The Woodland Elf Silas was primed a suitable Colour Primer: Army Green spray



Step 2: Basecoat with Warpaints

WP Abomination Gore, WP Survivor Skin, WP Zombie Skin, WP Elf Green, WP Bright Gold, WP Claymore Blade, WP Necromancer Cloak and WP Leather Brown



Step 3: Ink with WP Shaders

WP Plague Shader + Deep Shader mix (green cloak) and WP Deep Shader (rest of model)



Step 4: Highlight with Warpaints

First highlight - same colour as in the basecoat step. Second Highlight - WP Prison jumpsuit, WP Survivor Skin + WP Brainmatter Beige, WP Combat Fatigues, WP Plague Skin and WP Brainmatter

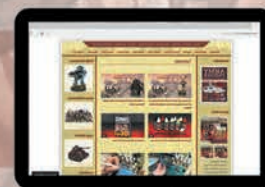


Step 5: Finish and Protect

Base: Filthy Suit + WP Necromancer Cloak, WP Glistening Blood, WP Crusted Sore. Finally protect the paint job with Aegis Suit Satin Varnish which protects the miniature through countless hours of game time.

Enhance your wargaming experience at www.TheArmyPainter.com with more great painting tutorials and follow us on facebook and stay in the loop

GTM MARCH 2016



BROOM SERVICE (PSI RVN81083)

From Ravensburger, reviewed by Eric Steiger and Rob Herman

 10 & Up	 2 - 5 Players
 45 - 60 Minutes	 \$45.00

In 2008, Andreas Pelikan created *Witch's Brew*, a cute little card game about brewing potions. We picked it up and were immediately enthralled, and apparently were the only ones, because it went out of print and is nearly impossible to find now. So you can imagine how excited we were when we heard it got re-implemented with a board, and this time we weren't the only ones, because it promptly won the coveted *Kenner Spiel des Jahres*.

The core mechanic remains unchanged. Each player has a set of 10 different role cards, and chooses four of them to play each round. Once roles have been selected, a player picks one and plays it, followed one at a time by each other player who selected that role. However, there is a catch – you can choose to play the role “bravely”, and try to take a bonus, or “cowardly”, and just get the minimal effect. But only the *last* player to play bravely gets the effect – if you play bravely, and a later player in the trick also plays bravely, you get nothing; your card is wasted. The round continues until everybody has used all four selected role cards. Then a new round begins, and you will each select roles all over again.

In the original game, victory came primarily from choosing unexpected role cards each round so that you could maximize your brave plays. By adding a board with a simple delivery mechanic, *Broom Service* adds some long-term strategy to the short-term tactics of the role selection process. Each player controls two tokens, which they move around the board and use to deliver potions to towers in various locations. The role cards determine what potions you create, where your tokens can move, and who they can deliver to. The three gatherer roles create the three different colors of potions (using them bravely gives you extra components, and also possibly wands), the four witch roles move your tokens (using them bravely gives you a free delivery at your new location), and the two druid roles deliver your potions to towers at your location (using them bravely gives you bonus points for the delivery). The tenth role card is the weather fairy, who lets you use your wands to blow away the clouds blocking your tokens' paths (additionally, collecting clouds is worth bonus points at the end of the game). Each tower has a color indicating the type of potion that can be delivered to it; some towers can take multiple deliveries, but most can only take one. The towers furthest away from your starting castles are worth the most points.

The game lasts seven rounds, and at the beginning of each round, a new event card is flipped face-up to influence what players do during the round. Events might give players bonus points for having the most or fewest potions in their supply, or penalize players for their tokens being on specific types of terrain, or auction off some bonus points.

The basic game is an interesting mix of short-term tactics and long-term strategy, as you balance planning your roles to take advantage of bravery bonuses but using them cowardly when you



can't afford to lose even an incremental gain. However, the game also includes optional rules for increasing complexity, including storm clouds that give various bonuses when they are cleared with the weather fairy; amulets that give you a one-time bonus when you collect them from towers in the corners of the map; and tiles that go on various spaces that give various bonuses or penalties when they are revealed. The board is double-sided for use with the optional rules.

Don't be fooled by the adorable art and cute theme – there is a *lot* of game here, with important decisions to be made at every step. In addition to planning which cards to choose each round, and whether to play them bravely or cowardly, the order you play your cards in matters; using a druid to deliver a potion in an area doesn't do you any good if you haven't moved a token there yet, or if you haven't used a gatherer to get that kind of potion. Canny players can manipulate the round order to advance their own plans while frustrating their opponents'. Being able to see each player's tokens on the board helps you to visualize the best ways to do this.

Broom Service may not be for everybody; it's very much a Euro game, and if you don't like moving small wooden tokens around a board, then no amount of clever mechanics will convince you otherwise. But if you do, there are a lot of worse ways to spend \$45 (MSRP). Components are high quality, with great art and English and French language cards.

...

Eric and Rob are your friends, and friends wouldn't let you play bad games.

Splendor

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PATCHWORK (MFG 3505)

From Mayfair Games, reviewed by Jane Trudeau-Smith and Philip Smith of "The Table for Two Show"

	8 & Up		2
	30 - 45 Minutes		\$25.00

Those of you who have read our reviews or watched our show know that we review games from a 2-player perspective. Even if a game allows more than two players, we just play with two. This month, we start the first of four reviews which all happen to be 2-player games from Mayfair. The first is *Patchwork*. One of Jane's other hobbies is quilting, so we chose this game first because she was really excited to play it!

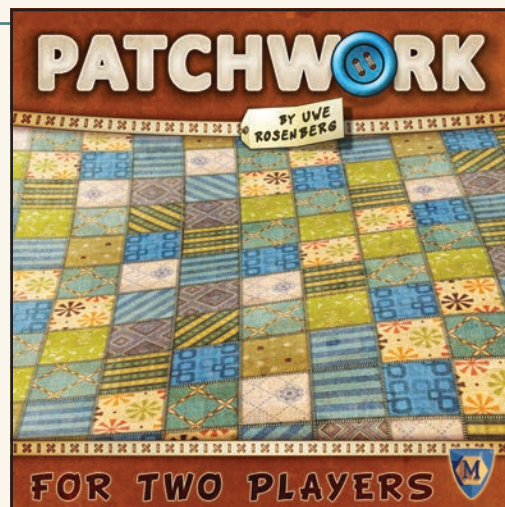
WAS THIS GAME EASY TO LEARN?

We started playing this game right away! With only six pages of rules with lots of pictures, it took us minutes to read, setup, and begin playing. This is very important to us because, as two working adults, we do not have hours to spend learning how a game is played.

HOW IS IT PLAYED?

Each player receives a quilt board, which represents a 9x9 grid of spaces. On this board, you will be building your unique quilt. In the middle of the table is a central time board where each player puts a starting time token in the first spot. (They say the person on top goes first, and to decide by who sewed last... Jane won that!). The time board has spaces you move along during the game, until you both get to the end. When you do, the game is over. Surrounding the time board in a circle are 33 quilt patches in different shapes. Since there are so many in the beginning, you need a large area to arrange them around the board (this would be very difficult on a tiny table). A neutral token is placed next to the smallest quilt patch in the circle to indicate the start point. There are also five "special patches", which are the size of one grid space. These are placed on specific spots on the time board. When a player lands on that area of the time board, they get to take that patch, which becomes very handy to fill in tiny 1x1 "spots" on your quilt board.

There are also button tiles that act as currency. At the start of the game, each player starts with five buttons. In addition, a "special tile" is awarded to the first person who has completed a solid 7x7 quilt section during the game. This gives you seven extra points at the end of the game. The winner is the player at the end of the game with the most points. Points are tallied using any buttons left, plus the "special tile" bonus if awarded, minus two points for every empty space on your quilt board.



Play is quite easy, but you have to use some strategy to cover your board and possibly earn that 7x7 special points bonus. Turns are taken by whomever is trailing behind on the time board – this could result in someone taking a few turns in a row. On your turn you can do one of the following two things:

- Advance your time token on the board to pass your opponent. When you do that, you receive one button for every space you have moved. This helps you build currency when you need it.
- Add a patch to your board in these quick steps:
 - Pick a patch you want from the three patches available after the neutral token (clockwise; you can only pick from those three). Place the neutral token next to it to show your choice.
 - Pay the amount of buttons shown on the cost of the tile
 - Take the tile and place it on your quilt board
 - On the tile you purchased, it also will show a number you need to move on the time board

On either choice above, when you move your token on the time board and land on a:

Button – you get to collect more buttons – how many buttons you take is based on the patches you have on your quilt board – just count the buttons on all your patches

Patch – you can take the single patch if someone else hasn't already to add to your quilt (cover a section on your board)

If anyone manages to build a solid 7x7 quilt section at any time, the special points token is given to them. Once both players land on the last space of the time board, the game is over and points are added up (with blank spaces on your board subtracted) Even though Jane is the quilter in our home, Phil won this game!

HOW WAS THE TIMING OF THE GAME?

This game plays relatively fast. We were done within 45-minutes, including learning how to play. So, this is a great game for an evening after work, or could be one of many we would play on a full game day!

We really enjoyed playing *Patchwork* and hope you will consider it too!

If you are looking for more game reviews for two players, check out our show on YouTube – Table for Two Show – you can also find us on Facebook under "Table for Two Show" and @tablefortwoshow on Twitter!

...

Jane and Phil love gaming, are best friends, and got married nine years ago after meeting at a software conference at Disneyworld!



Wyrd

WYR20329	ANGELICA	\$11
WYR20426	TUCO	\$11
WYR20527	SUE	\$11



MALIFAU 2E

STAR WARS X-WING: IMPERIAL RAIDER (FFG SWX30) & IMPERIAL ASSAULT CARRIER (FFG SWX35)

From Fantasy Flight Games, reviewed by John Kaufeld

 14 & Up	 2
 40 - 120 Minutes	 Raider \$99.99, Carrier \$69.99

The Imperial's first two "huge" ships in Fantasy Flight's *X-Wing Miniatures Game*, the Imperial Raider and the Imperial Assault Carrier, bring a lot of power to both your Cinematic Play and Epic Play events, but they also add new life and fresh options for previously released small ships in Standard Play events.

Both expansions include a trio of title cards for the huge ships, ship cards for either TIE or TIE Advanced fighters, and a trove of upgrade cards. Rounding out the contents are all of the dials, counters, and other pieces to put everything into action.

The expansions also include campaigns: "Imperial Crackdown" with the Carrier and "The Will of the Empire" with the Raider. The scenarios offer a mix of battles experiences, with playing area sizes ranging from the normal 3' x 3' up to a table-conquering 3' x 5'.

UNLEASH THE TIES

The Imperial Assault Carrier, officially known as the Gozanti-class Cruiser, sits at the smaller end of the "huge ship" scale.

Instead of having separate fore and aft ship cards like the Imperial Raider and the Rebellion's Corellian Corvette, the Carrier operates from a single ship card, like the large and small ships do. When targeted, though, your opponent chooses to attack either the fore or aft section. Any hits get applied from that section's damage deck.

The Carrier can support two crew members, a team, a secondary weapon, and two system enhancements. Although it has no primary weapon, the expansion offers you the Dual Laser Turret, which lets you attack outside your regular firing arc. Or, if you prefer, add the Ordnance Tubes upgrade, which lets you fire an unlimited number of your favorite torpedoes or missiles.

The Docking Clamps system taps into the Carrier's true power. Up to four matching TIE fighters can hang from the ship's underside, ready to deploy into the heat of battle. After the Carrier completes a maneuver, it can deploy up to two of the TIEs — or all four at once if you chose the Vector ship title. That should keep the Rebels at a respectable distance.

The expansion includes two TIE fighters and six generic pilots (Academy Pilot, Obsidian Squadron, and Black Squadron). It adds four new unique pilots as well, each with an interesting special ability. All four bring great things to the table, but I'm especially fond of fielding Wampa and Scourge as wingmen. If Wampa rolls a critical hit when attacking, he can cancel all dice and immediately deal a facedown damage card to the defender. Scourge rolls an extra attack die against a defender with one or more damage cards.

RAIDING A REBEL ROOST

The Imperial raider is all about supporting TIEs while slicing through Rebel ships with both primary and secondary weapons, and a supporting cast of distinguished crew and lethal upgrades. Designed as an Imperial alternative to the Rebel's Corellian Corvette, the Raider can support two crew, three teams, three secondary weapons, and two system enhancements.

Unlike the Carrier, the Raider carries a powerful primary weapon which can fire up to twice each round through the forward firing arc. It can also mount a secondary weapon for the same arc, plus two secondary weapons in the rear right and left arcs. Adept captains will maneuver the Raider so enemy ships find themselves in the ship's 10 o'clock and 2 o'clock positions. That's where the Raider's fore and aft firing arcs overlap, letting the ship bring all of its weapons to bear at once.

But technology alone doesn't make a ship powerful. This expansion gives you a star-studded (well, by Imperial standards) cast of available crew members, including Captain Needa, Admiral Ozzel, Grand Moff Tarkin, and even Emperor Palpatine, himself. By mixing and matching their abilities on your ship's bridge, you gain a lot of flexibility and power. You can quite literally make the Raider into most any kind of support ship you need.

The Raider expansion also breathes new life into one of the earliest expansion ships in *X-Wing*, the TIE Advanced fighter, by giving you several custom upgrades and a fresh TIE Advanced ship with a new alternate paint scheme.

Although powerful, the TIE Advanced ships saw very little play as the game universe expanded because of their point cost relative to the benefits they delivered. Through this expansion, Fantasy Flight took definite steps to add extra value to the TIE Advanced by including specialized upgrade cards, just as they did with the A-Wing.

The TIE/x1 title card costs nothing to include in your build. It adds a beam weapon slot to a normal TIE Advanced ship and also provides a four point discount on whatever upgrade you attach there. You get four of these cards, which gives you just enough to upgrade an entire flight of TIE Advanced ships.

You also get four copies of Advanced Targeting Computer, which adds a critical damage result to your attack if you have a target lock on the defender. The net cost for both upgrades? A mere one point for the pair. Magnificent!

SPEAKING OF STORAGE

These two expansions alone add 19 ship cards and 60 upgrades to your collection. The ship cards easily fit into standard 9-card storage pages, but those upgrade cards get problematic very quickly. How do you organize all of those little cards?

If you don't mind turning a 3-ring binder sideways, you can slip two upgrades into a single space on a 9-card page, but the results look funny and don't give your cards complete protection. This scheme also fails if you sleeve any of your rarer upgrades.

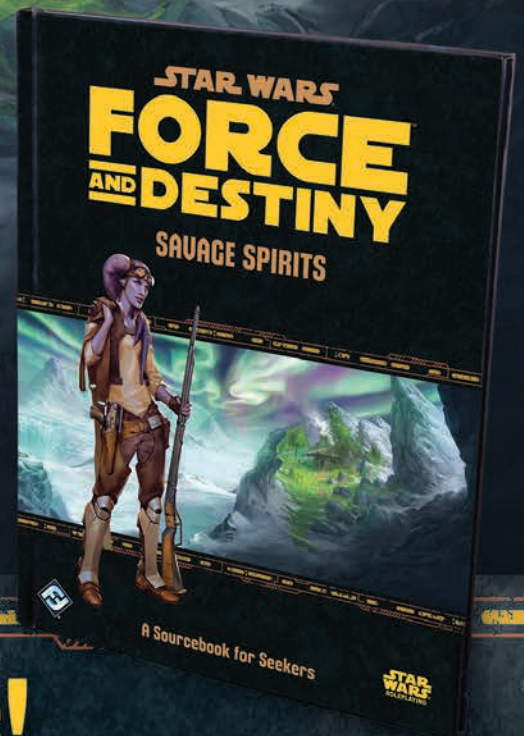
Luckily, your friends at UltraPRO just released a solution. Their new 16-Pocket Platinum Page is designed for *X-Wing* upgrade cards. Talk to your Friendly Local Game Store for more details.

...

John Kaufeld often frets over whether the word "meeple" has a proper plural form. You can find him writing about board games, parenting, and other stuff on Twitter at @johnkaufeld and in his newspaper column, *The Dad Game* (<http://dadga.me/column>).

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FIREFLY FLUXX (LOO 070)

From Looney Labs, reviewed by Rebecca Kaufeld

 8 & Up	 2 - 6 Players
 5 - 30 Minutes	 \$20.00

"Pretty cunning, don't ya think?"

"Yes sir, Captain Tight-Pants!"

"Curse your sudden but inevitable betrayal!"

These were the moments that the *Firefly* crew stepped out of the screen and straight into our hearts. From facing down Niska, smuggling to pay the bills, or staring down a loaded barrel when a deal went wrong, Mal and his team always managed to bring out the best in each situation. They worked together, instructing each other on various subjects such as the finer points of swordplay or how to become a leaf on the wind. Eventually, they became a family, and made us wish that, one day, we could fly with them.

Well, my friend, that time has come! Grab your orange hat, strawberries, and toy dinosaurs – it's time to play a game.

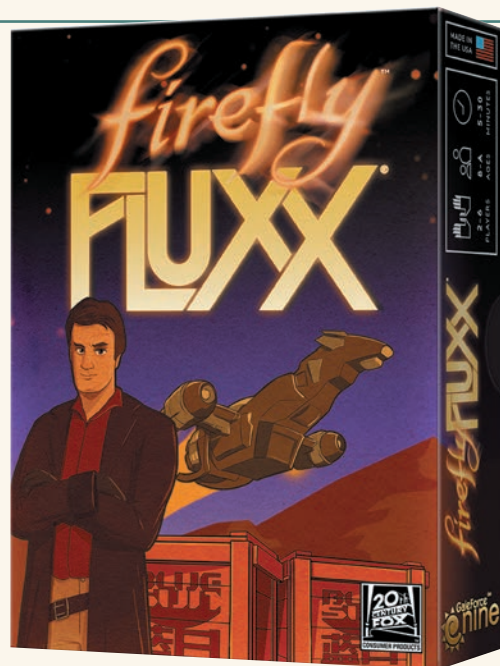
Fluxx is fairly simple to play. After all, there's only one rule: draw a card, play a card. Players eventually build the game by playing cards that introduce Keepers (items that help you win), as well as Goals, Effects, and Rules. Beware the Creepers, though – bad guys will do anything to keep you from winning!

Each game of *Fluxx* is like a job for the crew in *Firefly*. There are main components needed to get it done the right way. Sometimes you need Guns or Stolen Goods. Maybe it really should have a pilot like Wash or a companion like Inara. Or you might just need a Swirly Parasol or some Strawberries. These are all item cards called Keepers, and they help you win. Some items, like *Serenity* or *Wash*, have special rules attached to them that allow you to steal Keepers from other players. Another example would be the *Alliance Gold*, which can't be Plundered, and acts as a wild card for Stolen Goods, Money, or Booty (depending on which edition of *Fluxx* you're playing.) Creepers, though, are bad guy items like the *Reavers* or *Hands of Blue*. They stand between you and the Goal; as long as a Creeper is in play, you can't win... unless a particular Goal requires them.

Goal cards require specific combinations of Keepers in order to win the game. For example, in order to perform a *Crazy Ivan*, you need both *Serenity* and the *Reavers*. *Kaylee's Crush* requires a player to have both *Kaylee* and *Simon*, and you, too, can say "*Her Name is Vera*" if you have *Jayne* and the *Guns*. The Goals act as game end conditions, and the first player with the right Keepers can finish the job and win the game.

Sounds simple so far, right? Draw one card, play one card, find the Keepers, and match them to the goal. Ah, you're forgetting something – there are a lot of goals in the deck, but what fun would it be if "draw one, play one" was the *only* rule?

Introducing the Rule cards: a lot of added difficulty for Keepers and Goals. After all, drawing just one card will take forever to win. So, let's Draw three. Hand getting too full with playing just one card? Let's Play four instead! Some rules really change things up, introducing a Hand Limit or No Card Bonus (giving you more cards if you happened to play your hand).



Others are Free Actions, which allow players the option for a special play such as *Shiny!* (once during your turn, you may take the top card and play it immediately).

Now, that would make a pretty nice game: collect the Keepers, fulfill the Goals, follow whatever Rules happen to be in play. However, without some Actions, how does anybody get anything else done?

Actions are a group of extra cards that allow players some special alternatives to the Rules in play. For example, what happens if a Goal requires both *Simon* and *River*, and you found *Simon* and *Serenity*... but your neighbor has *River*? Play an Action and Exchange Keepers! Send *Serenity* over to your friend and bring *River* back to meet her brother and win the game. Actions also allow players to wreak havoc with each other's card hands by imposing *Random Taxes* (take a card at random from the hand of each other player and add to your own hand), or even throw out the rules by declaring *No Limits* (discard all Hand and Keeper limits currently in play). It's getting complicated out there in the black!

Now, we've almost got everything we need. But what kind of *Firefly* universe would this be without some Surprises?

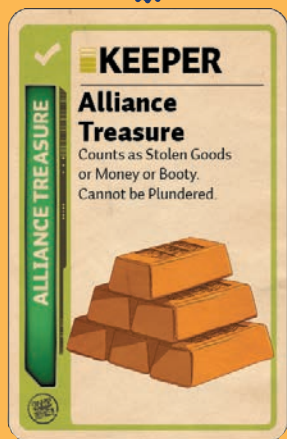
Surprises are impromptu cards that players can use during their own turn... or someone else's. If they don't like that player's action, neighbors can interrupt with special circumstances: canceling an Action, vetoing a Rule, or stealing a Keeper to preventing their own Keeper from being stolen! Surprises act as a twist in the story, and keep players on their toes by changing conditions of the job constantly. So if you're one Keeper short of the Goal, and you go to steal the one you need, be careful: that player might have a Surprise in store!

Firefly Fluxx is a fantastic addition to Looney Labs' collection. It entertains Browncoats ages 8 and up, and can include small gatherings of two players and groups of six. Past players will enjoy the latest reincarnation of a classic game, and diehard fans will recognize favorite characters, lines, or moments from the *Firefly* universe; in all, it's the perfect combination. Welcome back to the 'Verse.

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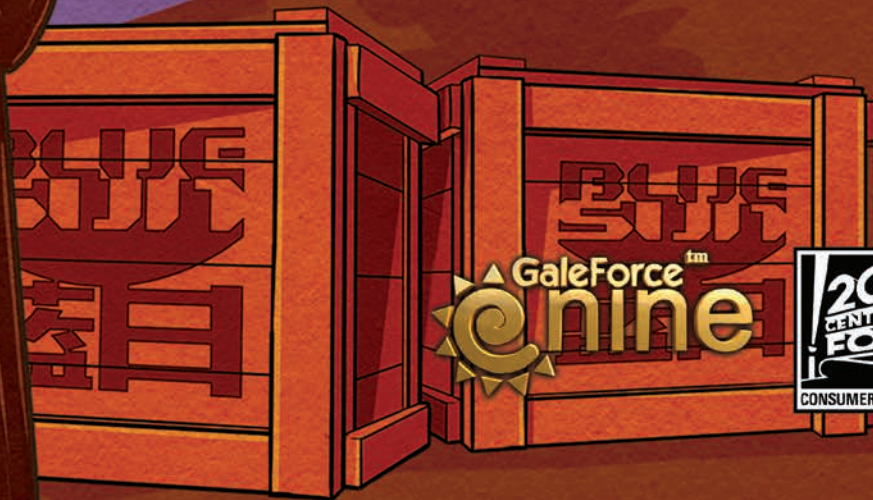
When a whirlwind of whimsical words beckoned from worlds away, Rebecca knew she had to follow. She fell into a rabbit hole of metaphors and clichés, mixed with more similes than water drops in a storm. Somewhere along the way, she picked up a love of games that would use her words to create beautiful reviews, and that's where she is today.

IN THIS ISSUE!



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HUNT: THE UNKNOWN QUARRY (VPG HUNTBOX)

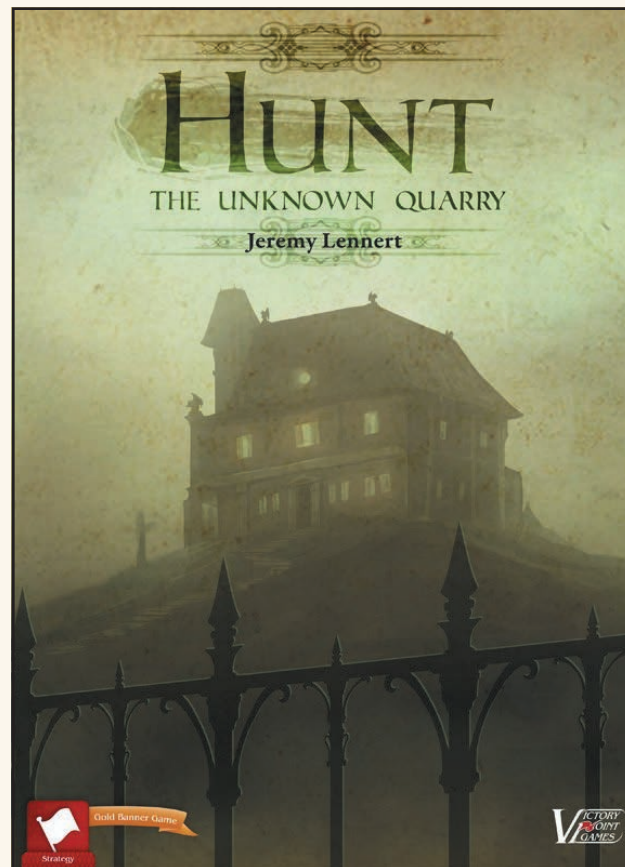
From Victory Point Games, reviewed by Thomas Riccardi

 13 & Up	 3 - 6 Players
 60 - 120 Minutes	 \$34.99

In the midst of a small town in the countryside, there have been reports of a monster terrorizing the townsfolk. Word has gone out far and wide for aid to help fight against this unknown evil. Six bounty hunters answer the call and have tracked their quarry to an abandoned mansion; however, they do not know that among their number is the very monster they seek! Will they be able to slay the monster and collect the reward, or will they too fall prey to this unholy evil? This is the setting for *Hunt: The Unknown Quarry*, a thrilling game of deduction and combat from the team at Victory Point Games.

The game begins by laying out three of the game boards on the table (each board representing a level of the house). There is a different layout on each side of the boards giving the players a new experience every time they start a game. Each player then takes a character pawn and puts it in the Hall on the ground floor. Next, the cards are shuffled and distributed amongst both the players and the game board (the number next to that space shows how many cards are contained in that room). One of the players grabs two of five monstrous cards (which are wasting, magic, bite, tireless, and resilience) and comparing on the sheet, those cards determine what monster is being hunted. Monsters range from vampires and werewolves to fairies and golems, and each monster is uniquely susceptible to specific weapons. For example, a vampire would be vulnerable to a hunter's bow or firebrand.

At the beginning of the game, the player that has opted to go first gets one action, the second player gains two, and so forth up until four actions can be taken. You don't need to take all the allotted actions if you don't wish to. What you can do with one action is move from one room to another, search the cards in that room, pick up a card in that room, or interact with other players if they are in the same room. However, you cannot interact with other players during the first two turns of the game which adds to the tension. Will you start moving away from other players searching to gather information on the monster as well as needed supplies? Or would you stay close to other players, waiting for the chance to strike? There are three basic actions that you can take and those are *spy* (seeing one of your target's cards), *brawl* (do damage against your target), or *grab* (take a card from your opponent's hand).



also use *energy* in various ways such as *surge* (add 1 to your roll or subtract 1 from your opponent), *adrenaline* (take an extra action), or *feint* (ignore the effects of being harassed).

Interactions between other players as well as yourself are kept secret as this is a game that you need to guess what your opponents are up to; the only way to know what monster you are up against is to find the monstrous cards that are scattered throughout the mansion. You will also need to uncover the corresponding weapons that will slay your quarry, as well. And seeing as you can only have four cards in your hand at any given time it makes it even more challenging to find the right combination to kill said monster. Victory is achieved when the monster has been eliminated — or the rest of the bounty hunters have become incapacitated.

One of the notable elements about this game is that you need to trust the players involved. A high degree of secrecy needs to be maintained. The cards in your hand and the wounds that you have taken during the game are secret. If someone gains access to that info they can gain the upper hand and possibly win the game.

This has to be one of the most unique games I have played in a while, as there is tons of secrecy, backstabbing, and just plain fun as you become the hunter — and the hunted. For more information on this and other games, visit www.victorypointgames.com and get ready to go on a hunt.

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As gameplay progresses you will be interacting with other players and you can become "harassed" when two players are in the same room. The opposing player(s) can choose to flee, but this costs two actions instead of one. All actions are resolved by a single six-sided die, and the cards will tell you what number corresponds to what result. For example, you might need to roll a 5 or 6 to wound your target and unless you get those numbers the attack is ineffective. Also, when being attacked, you can choose to play a reaction card which can be used to negate attacks (both regular and monstrous). You can

When not writing or playing games Thomas Riccardi can be found in Sacramento preparing for the day when zombies, vampires or aliens invade.

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